

FIG. 4

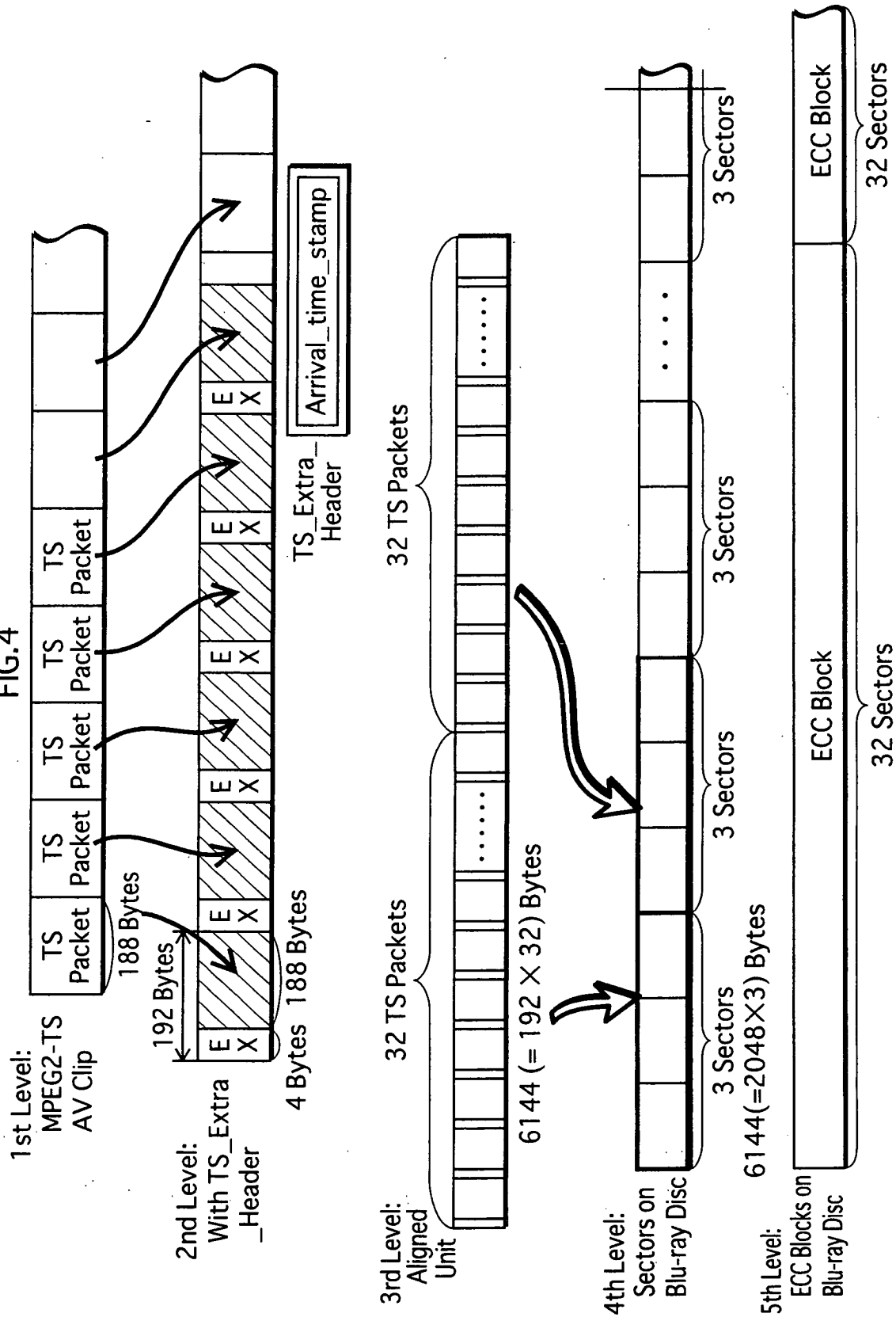


FIG. 5A
 MPEG4-AVC
 Video Stream
 (Coding Order)

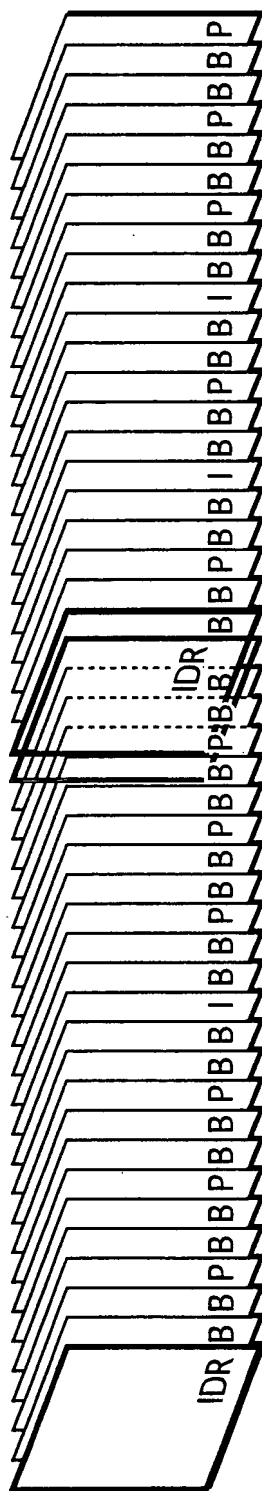


FIG. 5B

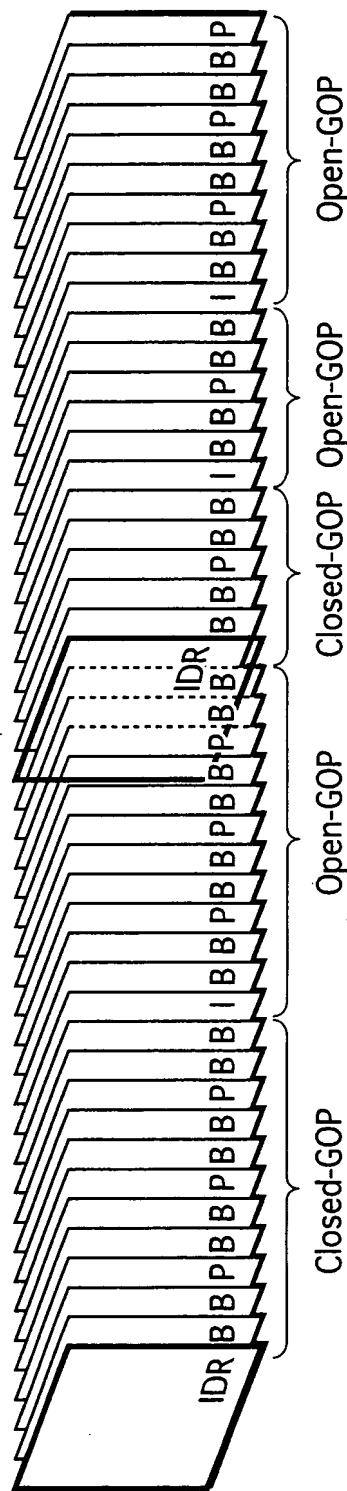


FIG. 6A

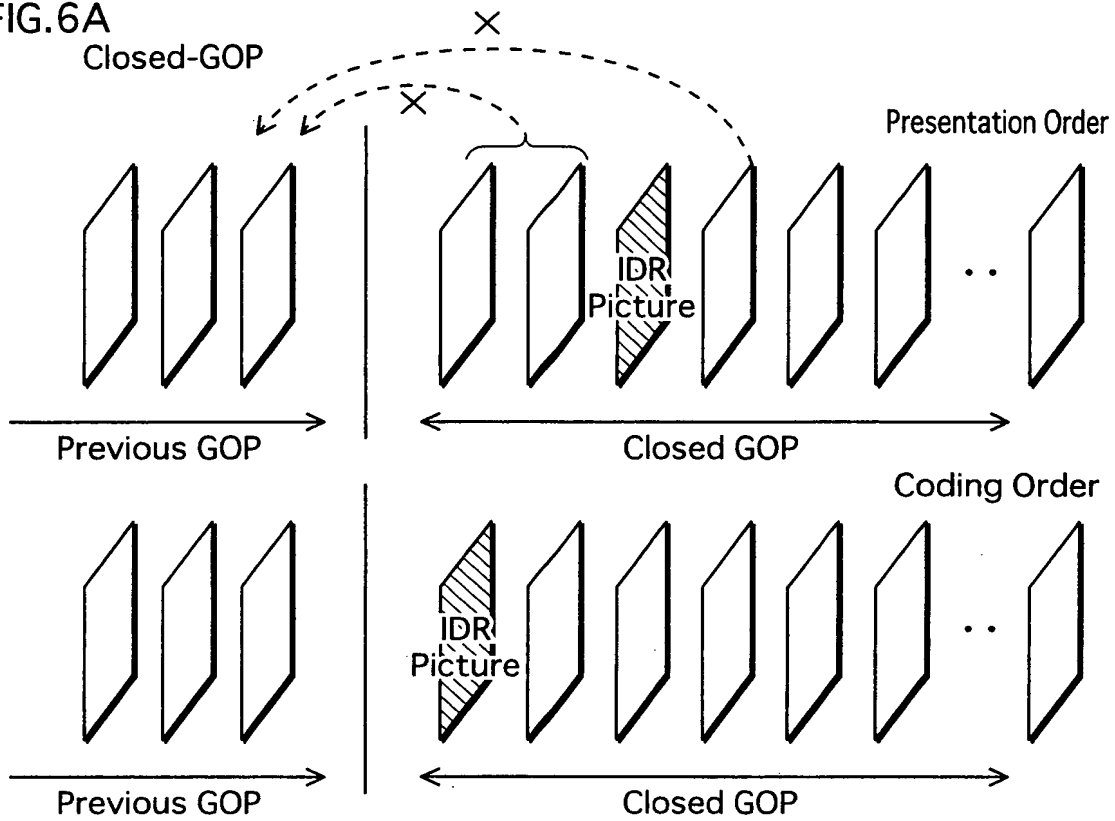


FIG. 6B

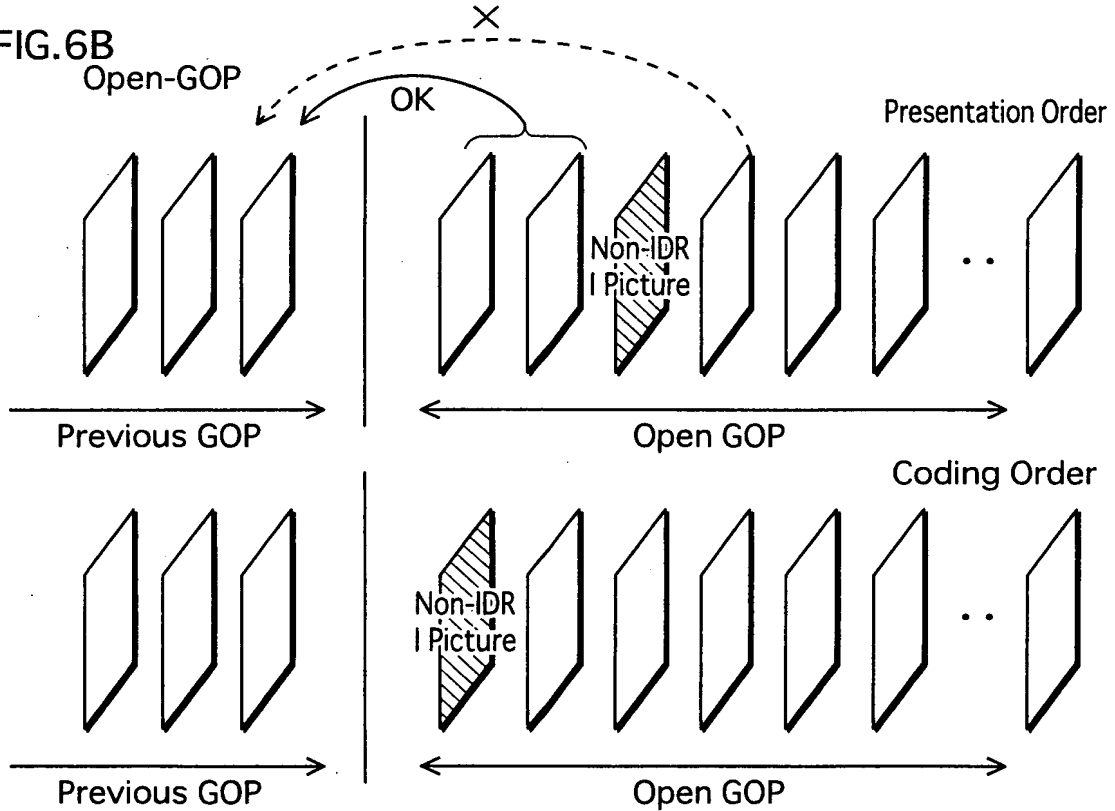


FIG.7A

IDR Picture in
MPEG4-AVC Format

I Slice
I Slice
⋮
I Slice
I Slice

FIG.7B

Non-IDR I Picture

B Slice
P Slice
⋮
I Slice
I Slice

FIG.7C

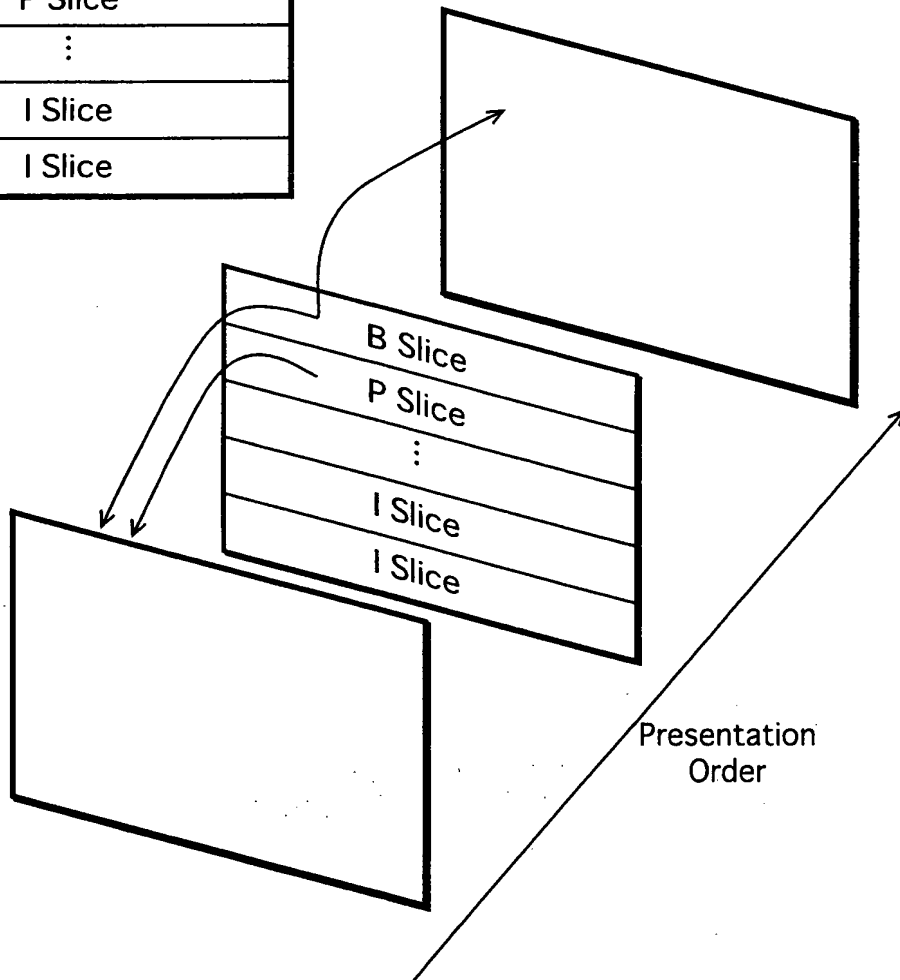


FIG. 8

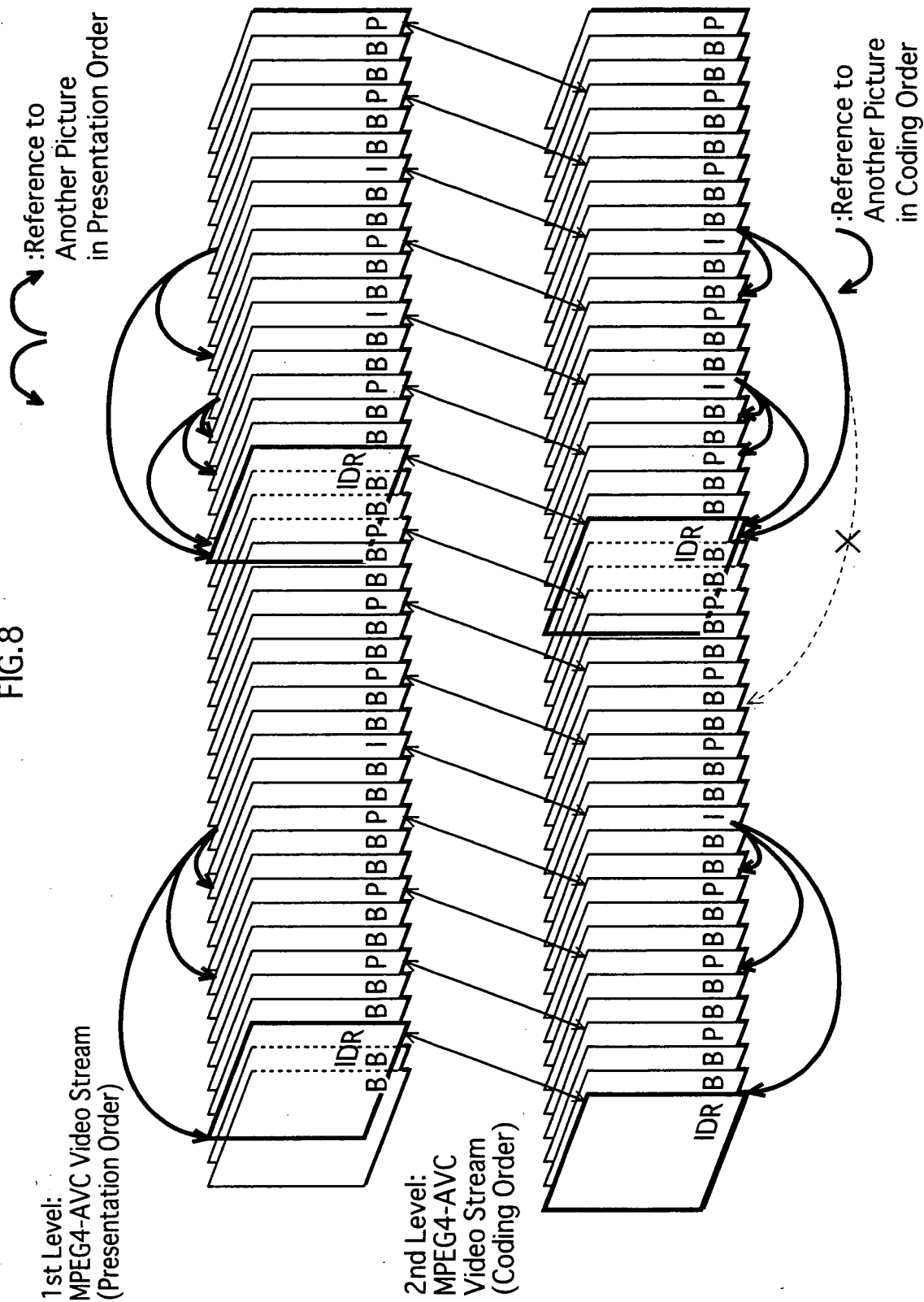


FIG. 9

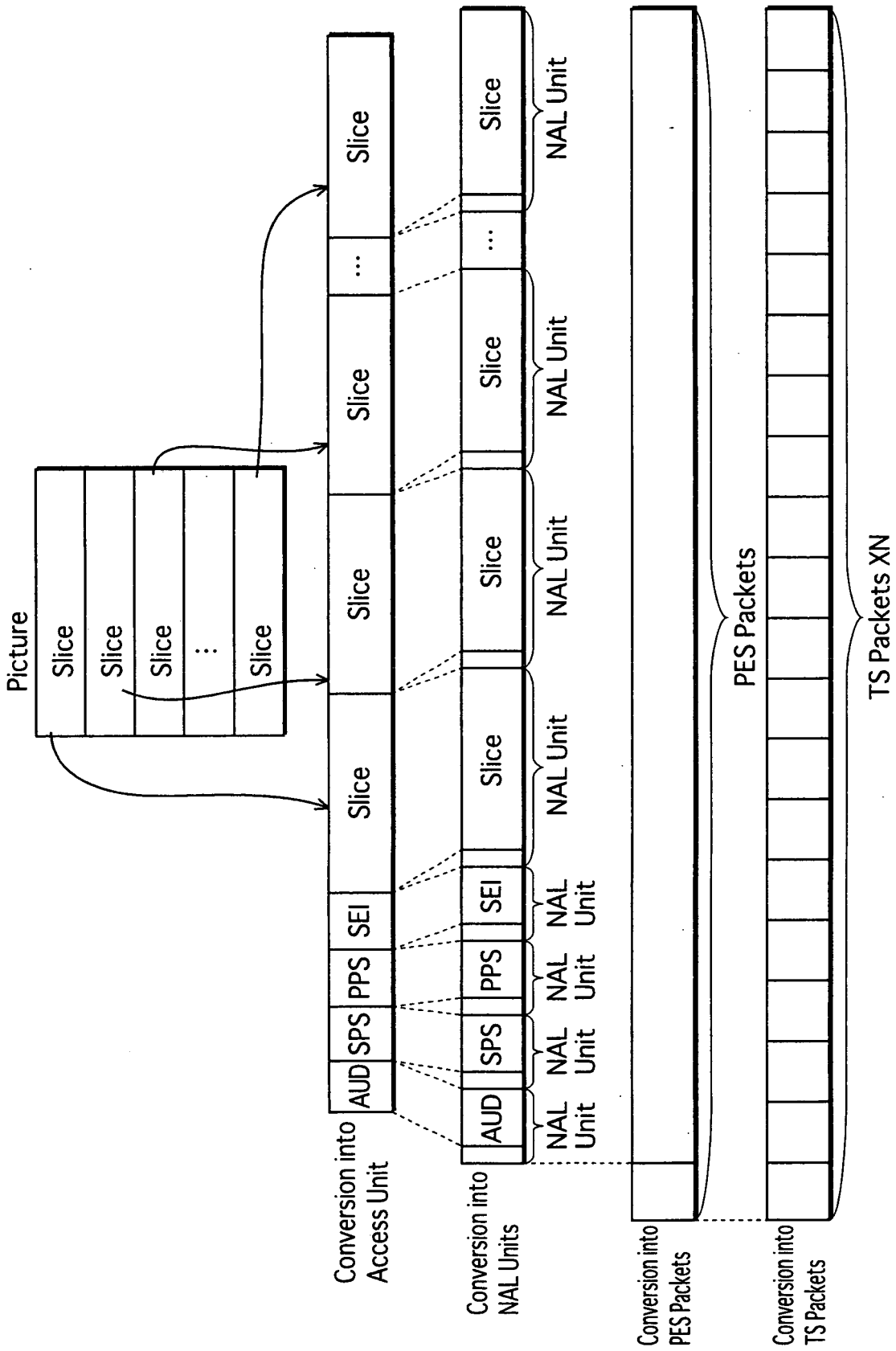


FIG.10

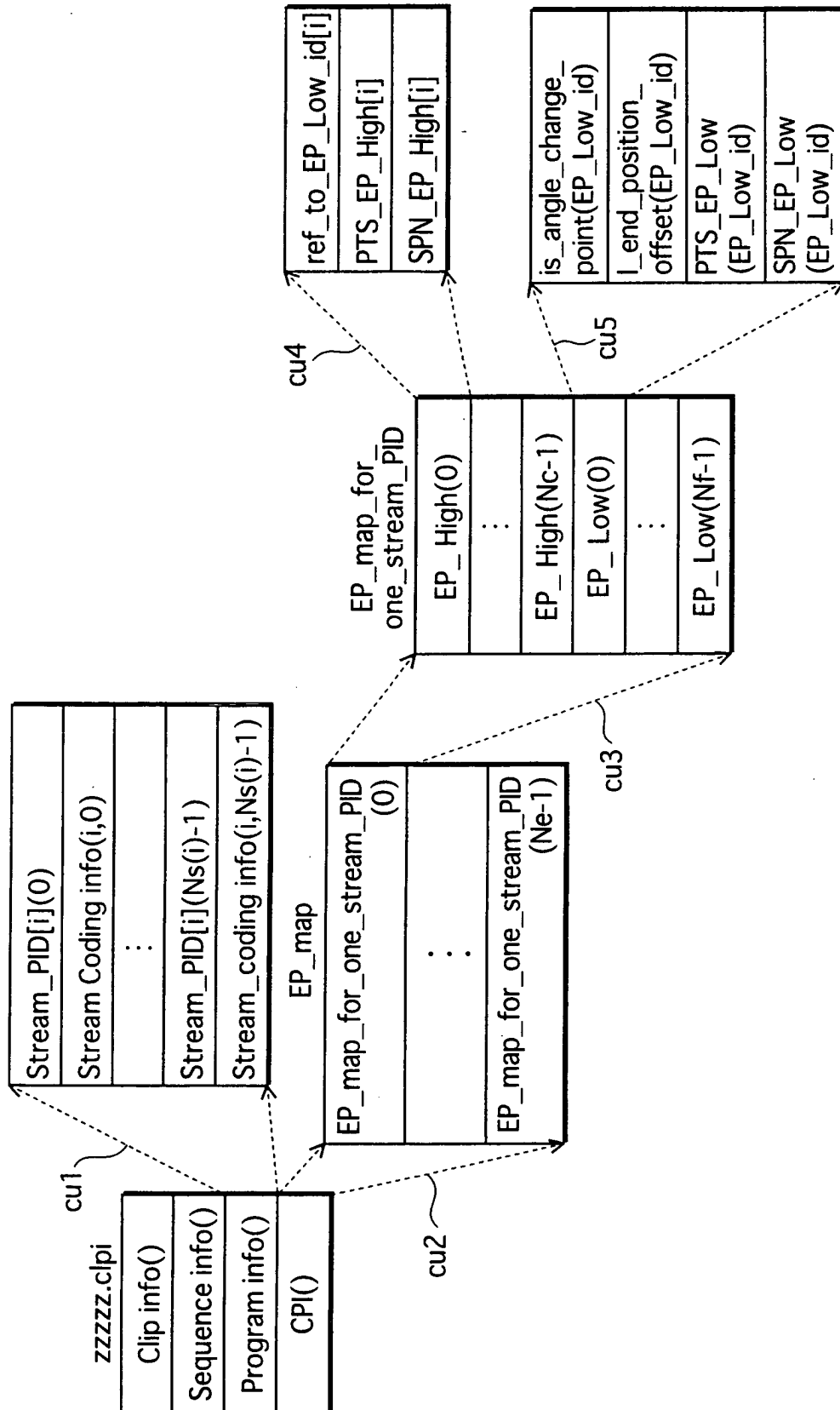


FIG.11A

Stream_Coding_Info	
Stream_Coding_type	← MPEG4-AVC, MPEG2-Video
Video_format	← 480i,576i,480p,1080i,720p,1080p
frame_rate	← 23.976,29.97,59.94
aspect_ratio	← 4:3,16:9

FIG.11B

Stream_Coding_Info	
Stream_Coding_type	← LPCM,DolbyAC-3,Dts
audio_presentation_type	← Stereo, Mono, Multi
Sampling_frequency	← 48kHz,96kHz,192kHz
audio_language_code	

FIG.12

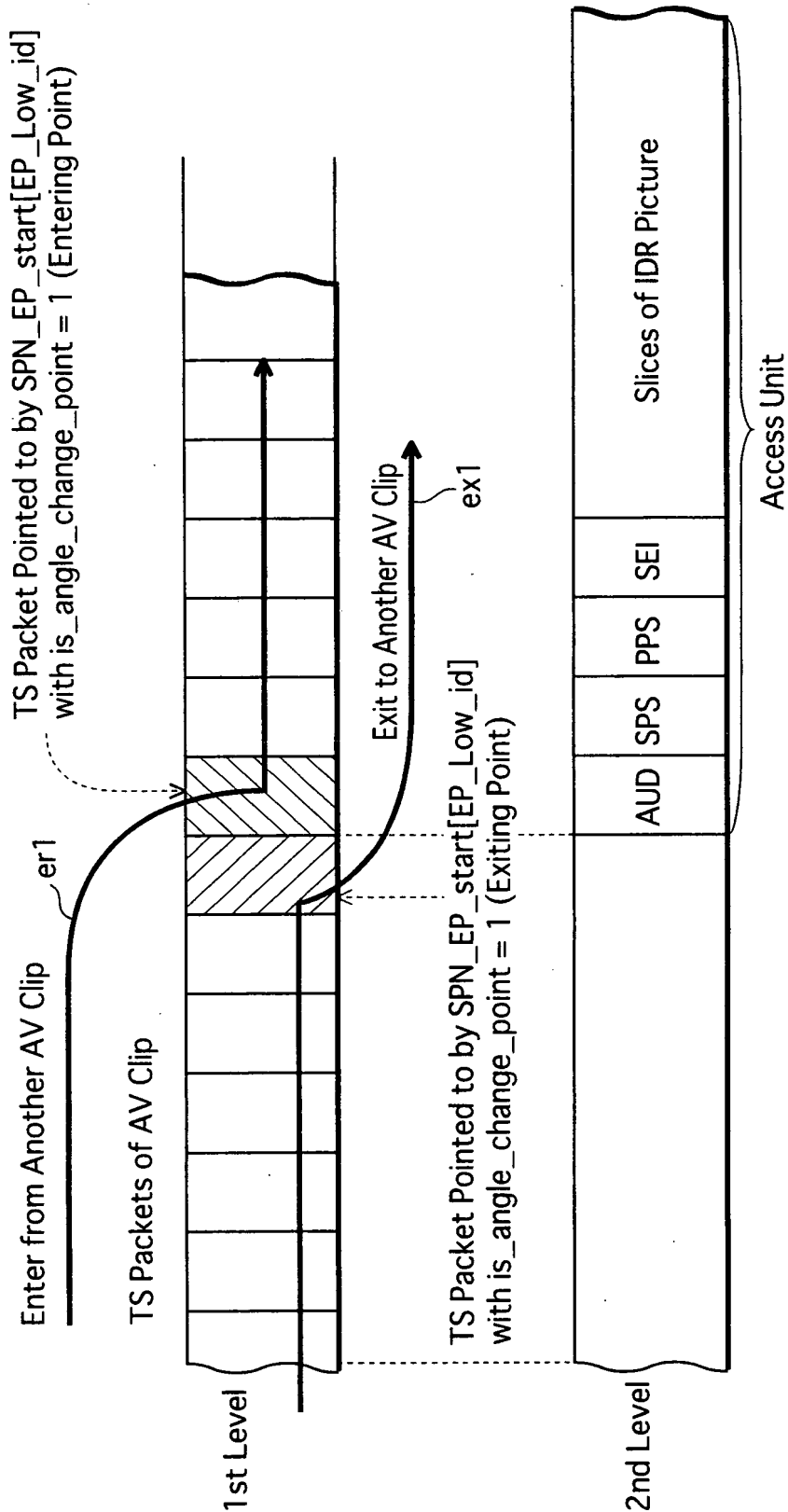


FIG. 13

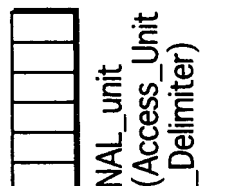


FIG.14

EP_Low(0)~(Nf-1)			
⋮	⋮	⋮	⋮
is_angle_change_point (i)=1	LSBs of PTS_EP_Low(i) = t1	LSBs of SPN_EP_Low(i) = n1	
is_angle_change_point (i+1)=0	LSBs of PTS_EP_Low(i+1) = t2	LSBs of SPN_EP_Low(i+1) = n2	
is_angle_change_point (i+2)=1	LSBs of PTS_EP_Low(i+2) = t3	LSBs of SPN_EP_Low(i+2) = n3	
is_angle_change_point (i+3)=0	LSBs of PTS_EP_Low(i+3) = t4	LSBs of SPN_EP_Low(i+3) = n4	
is_angle_change_point (i+4)=0	LSBs of PTS_EP_Low(i+4) = t5	LSBs of SPN_EP_Low(i+4) = n5	
⋮	⋮	⋮	⋮
is_angle_change_point (j)=0	PTS_EP_Low (j)	SPN_EP_Low (j)	
is_angle_change_point (j+1)=0	PTS_EP_Low (j+1)	SPN_EP_Low (j+1)	
is_angle_change_point (j+2)=0	PTS_EP_Low (j+2)	SPN_EP_Low (j+2)	
⋮	⋮	⋮	⋮
is_angle_change_point (k)=0	PTS_EP_Low (k)	SPN_EP_Low (k)	
is_angle_change_point (k+1)=0	PTS_EP_Low (k+1)	SPN_EP_Low (k+1)	
is_angle_change_point (k+2)=0	PTS_EP_Low (k+2)	SPN_EP_Low (k+2)	
⋮	⋮	⋮	⋮

EP_High(0)~(Nc-1)			
⋮	⋮	⋮	⋮
Values of ref_ to_EP_Low_ id(A) = EP_Low(i)	Common MSBs of PTS_EP_ _High(A) = t1-t5	Common MSBs of SPN_EP_ _High(A) = n1-n5	
ref_to_EP _Low_id (A+1)	PTS_EP_ _High(A+1)	SPN_EP_ _High(A+1)	
ref_to_EP _Low_id (A+2)	PTS_EP_ _High(A+2)	SPN_EP_ _High(A+2)	
⋮	⋮	⋮	⋮

FIG.16

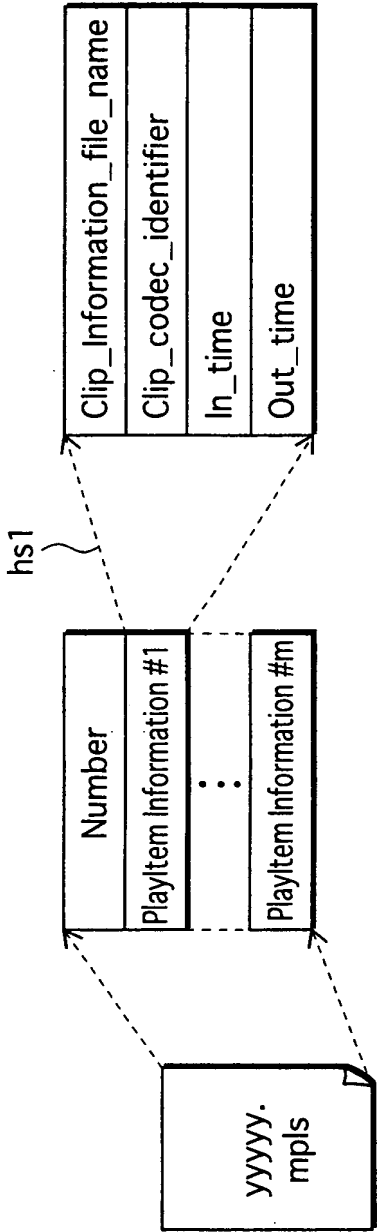
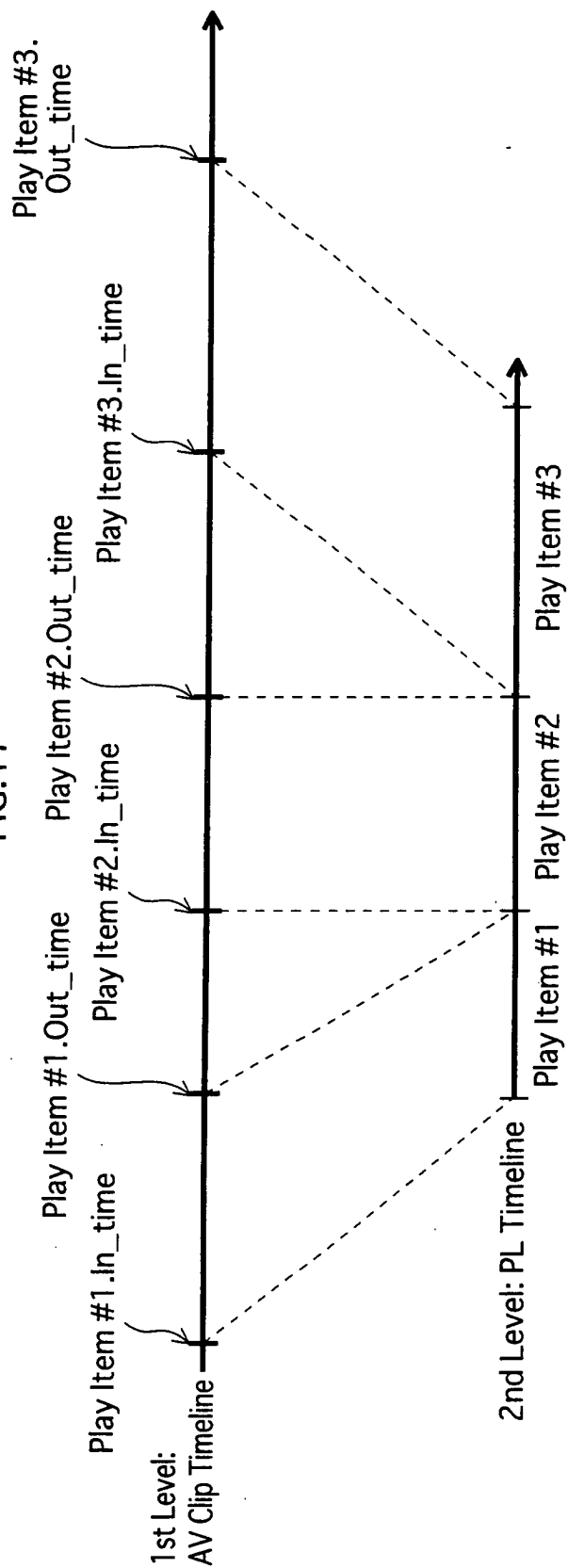
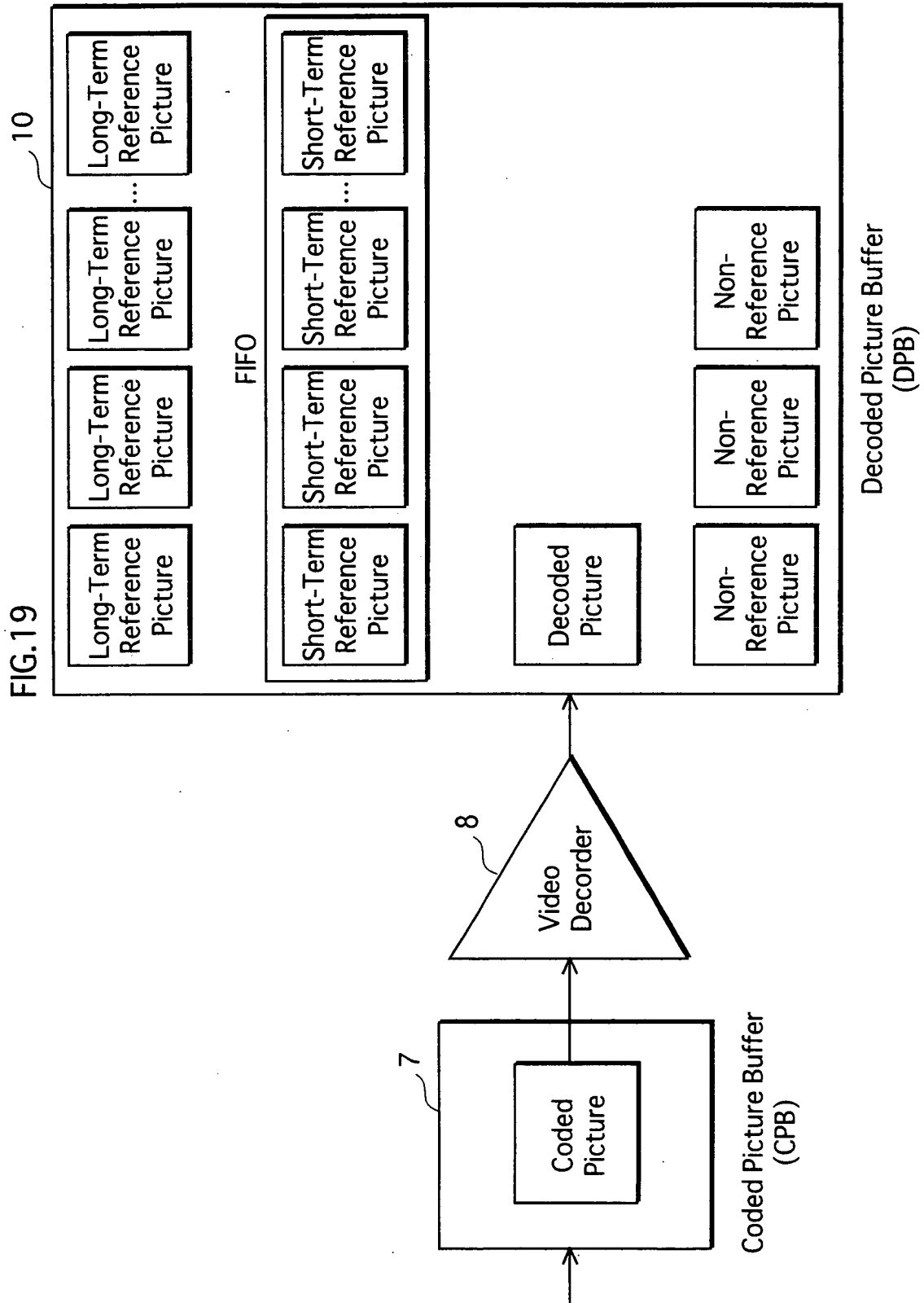
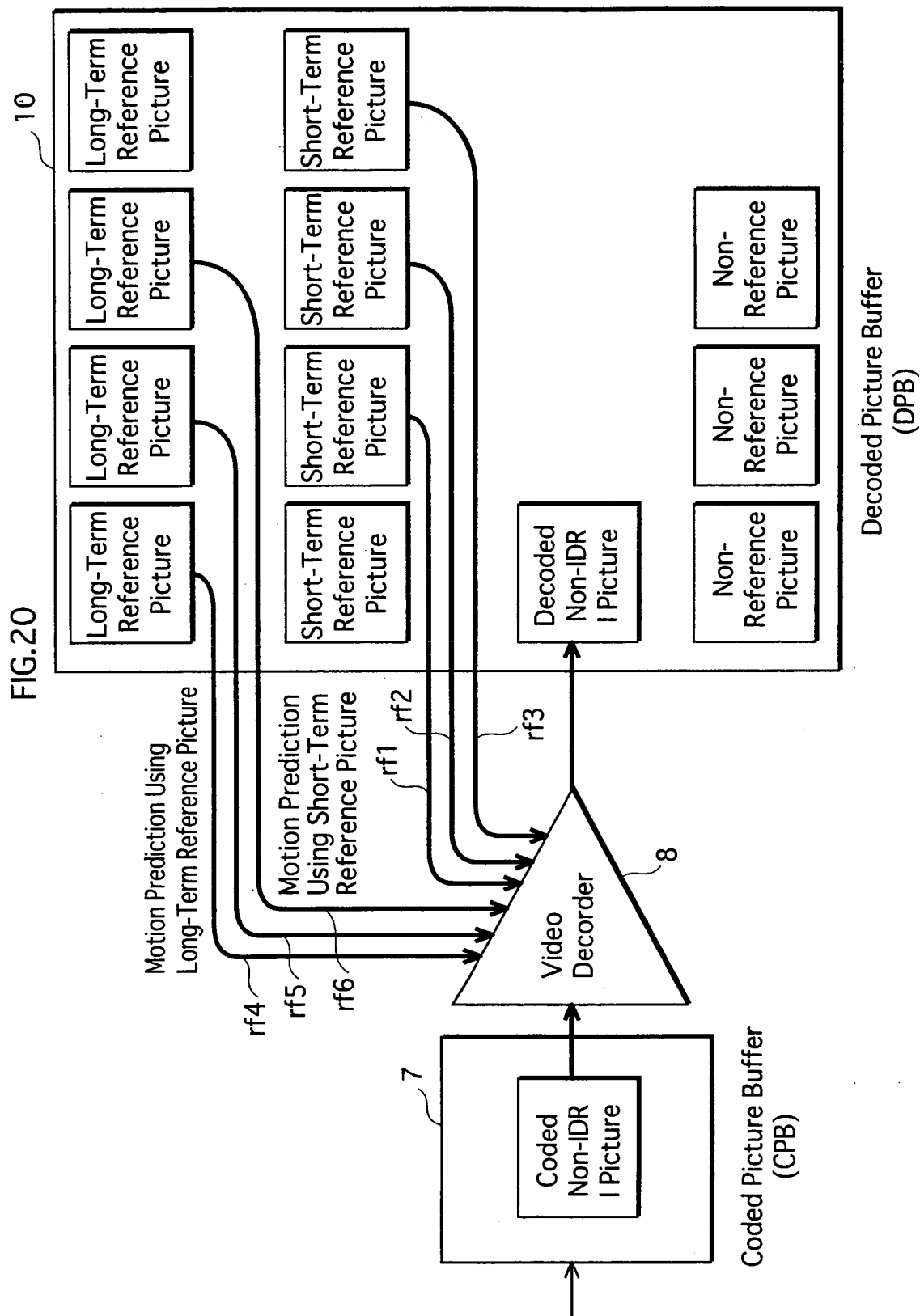


FIG.17







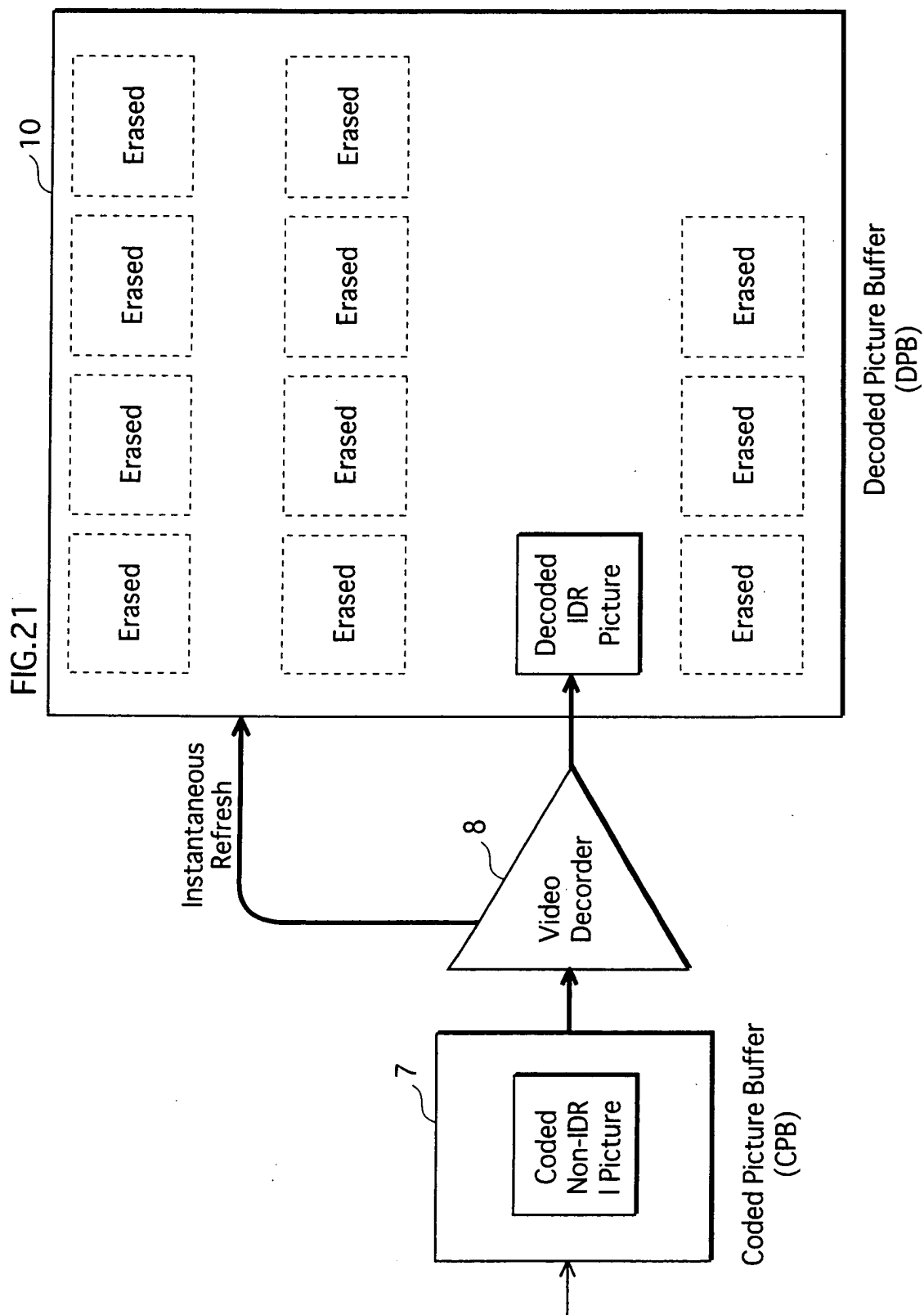


FIG.22

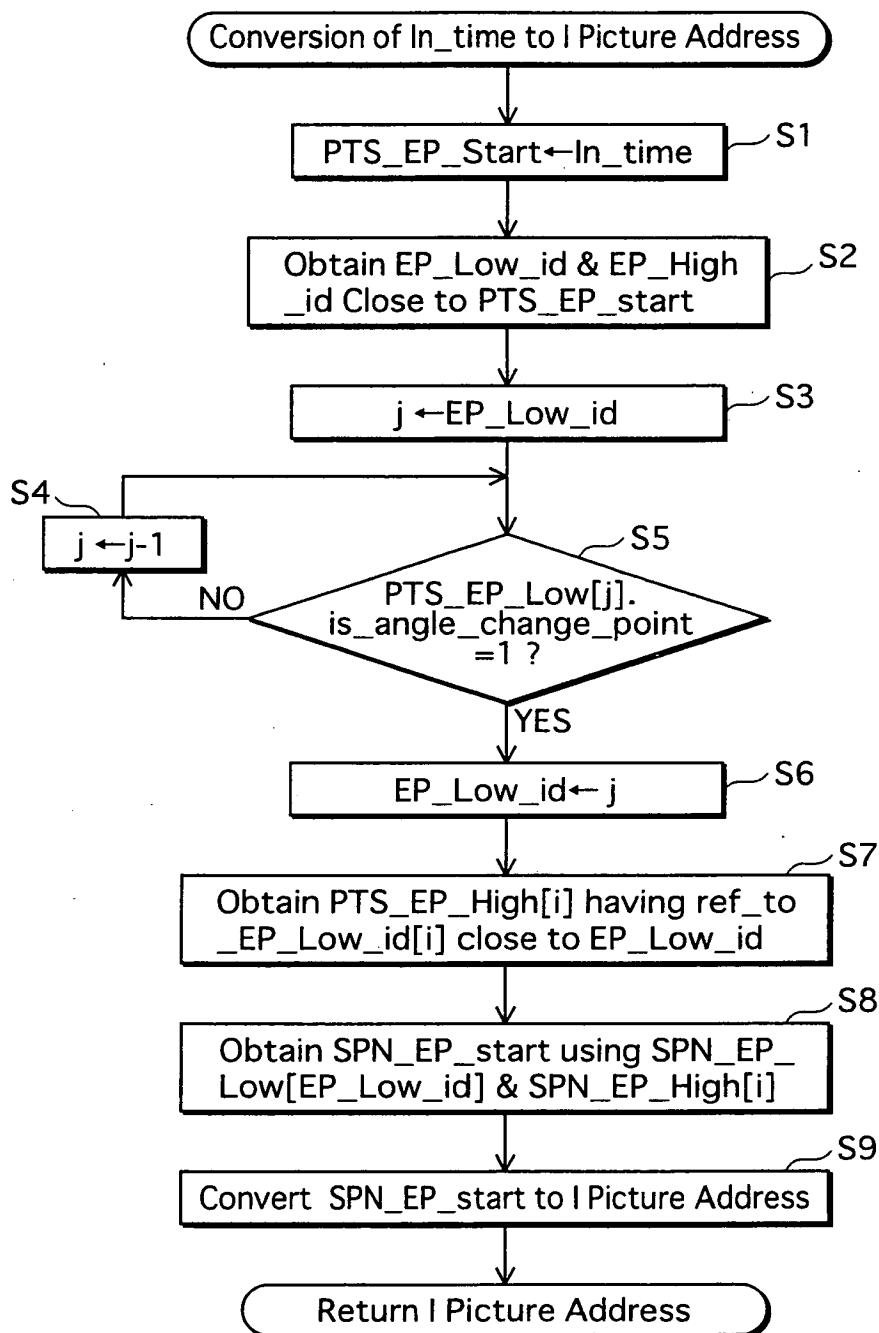


FIG.23

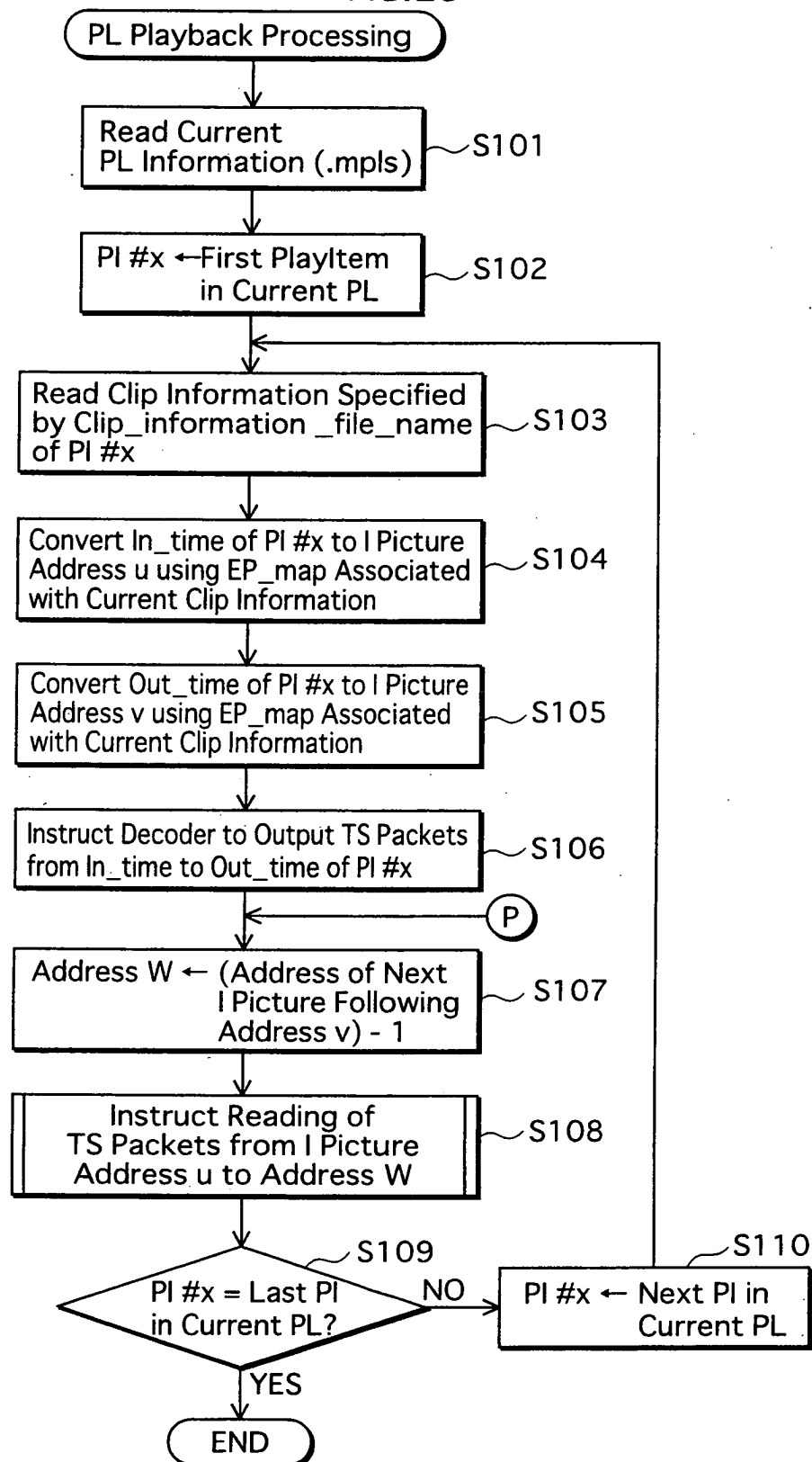


FIG.24

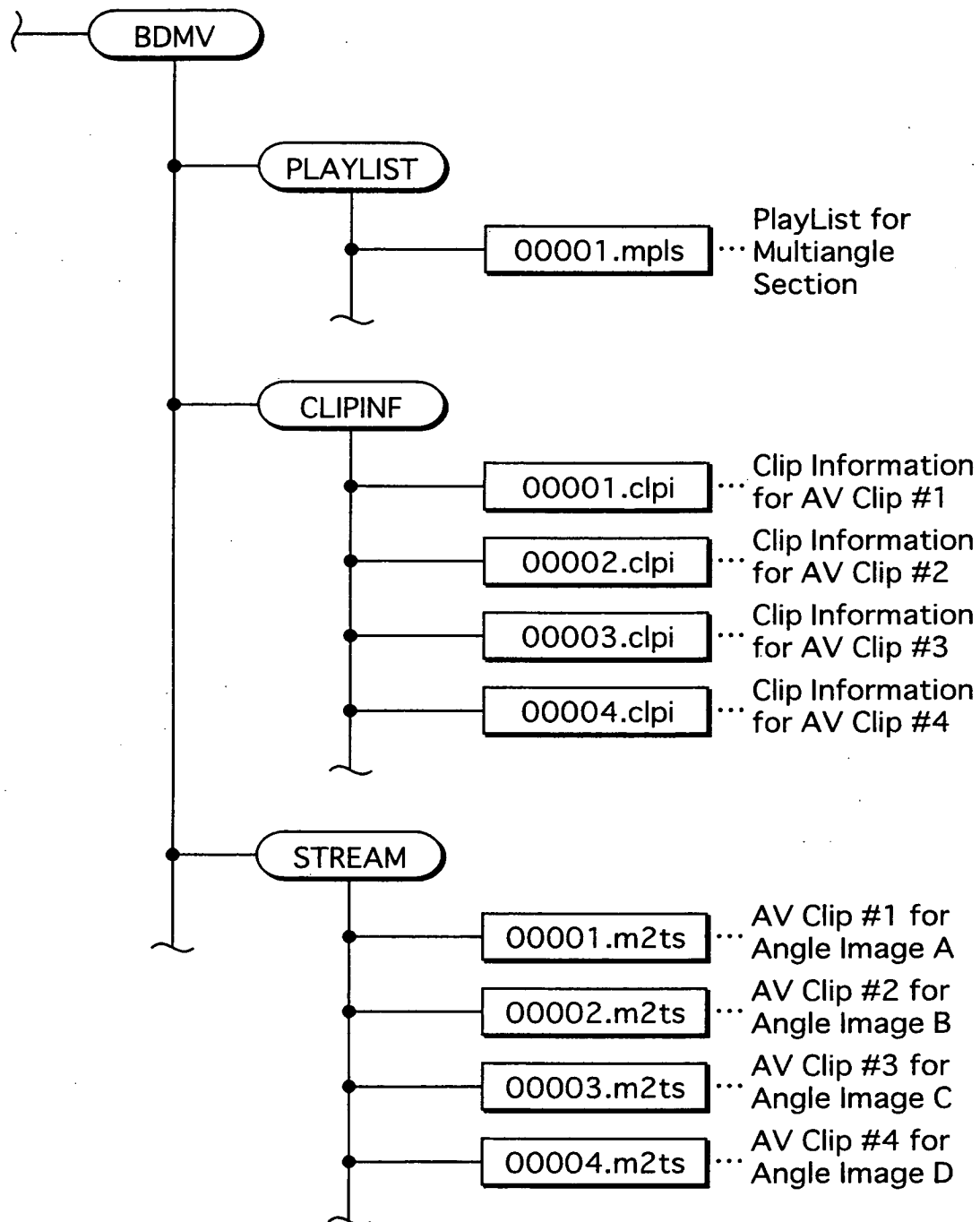
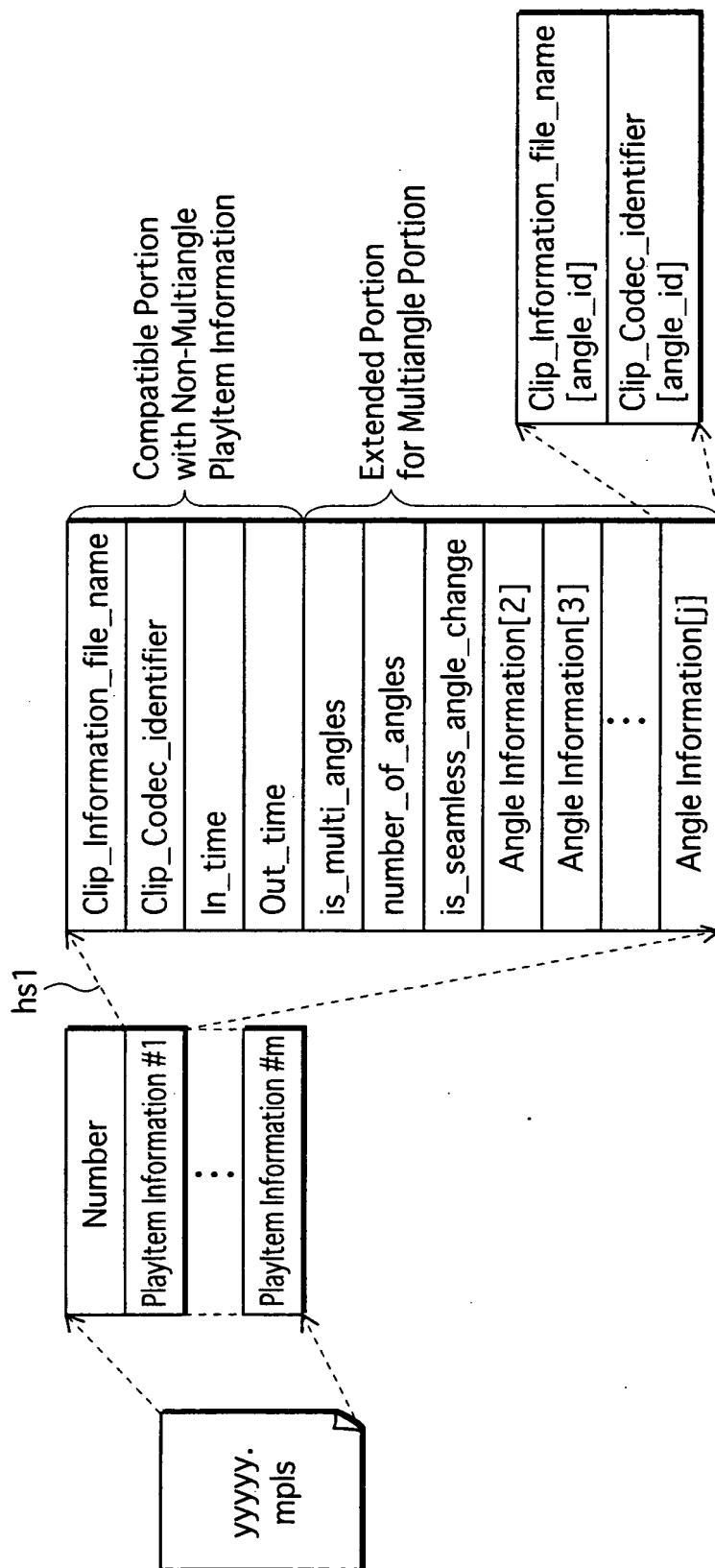


FIG.25



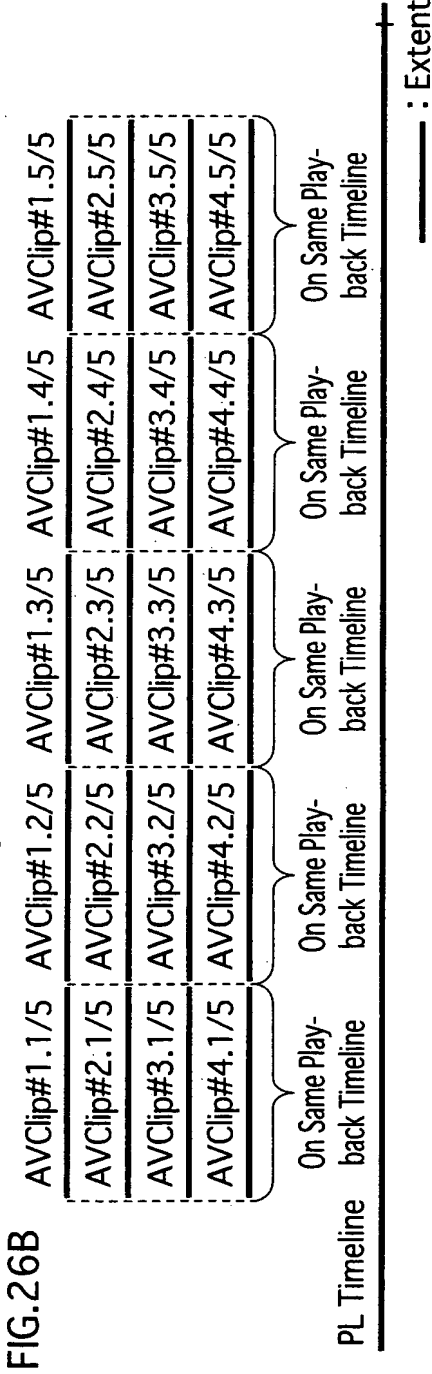
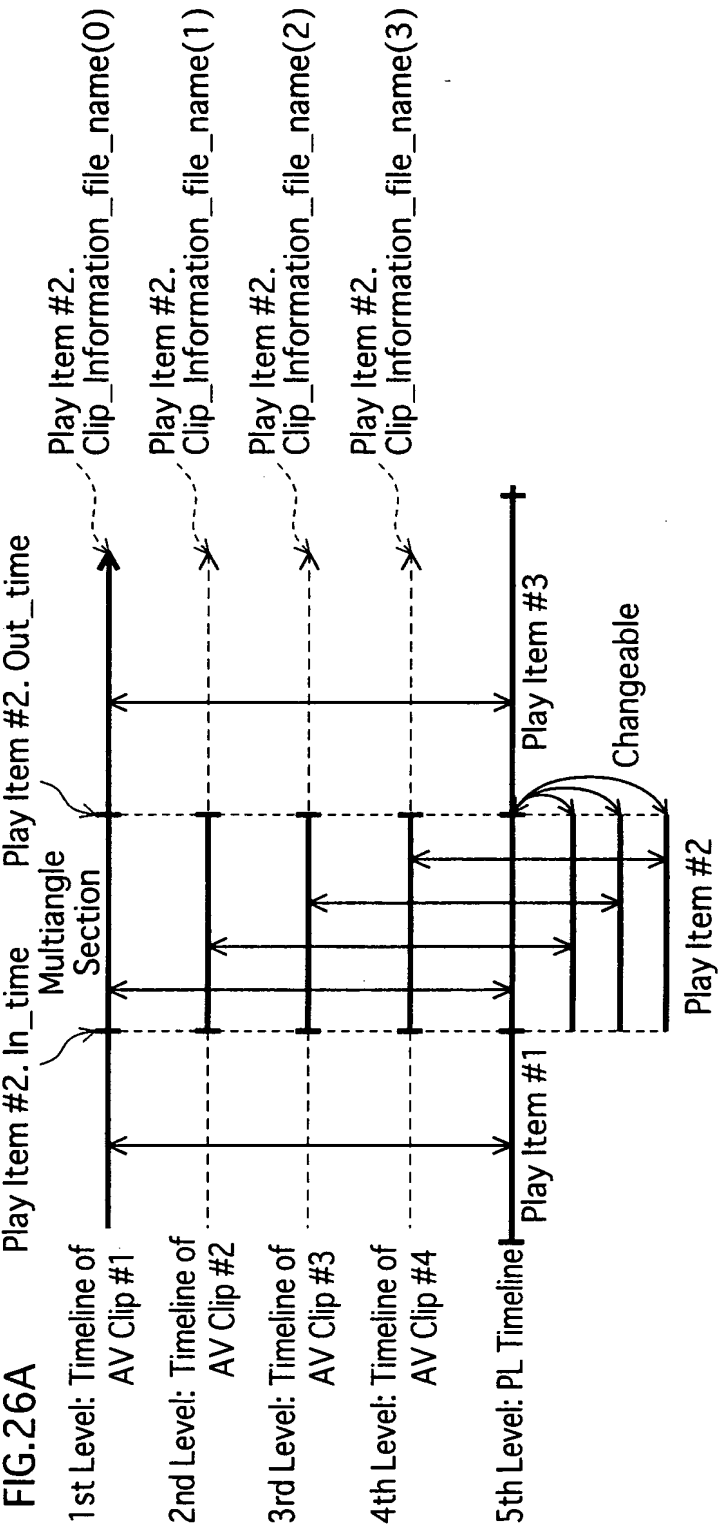


FIG.27A

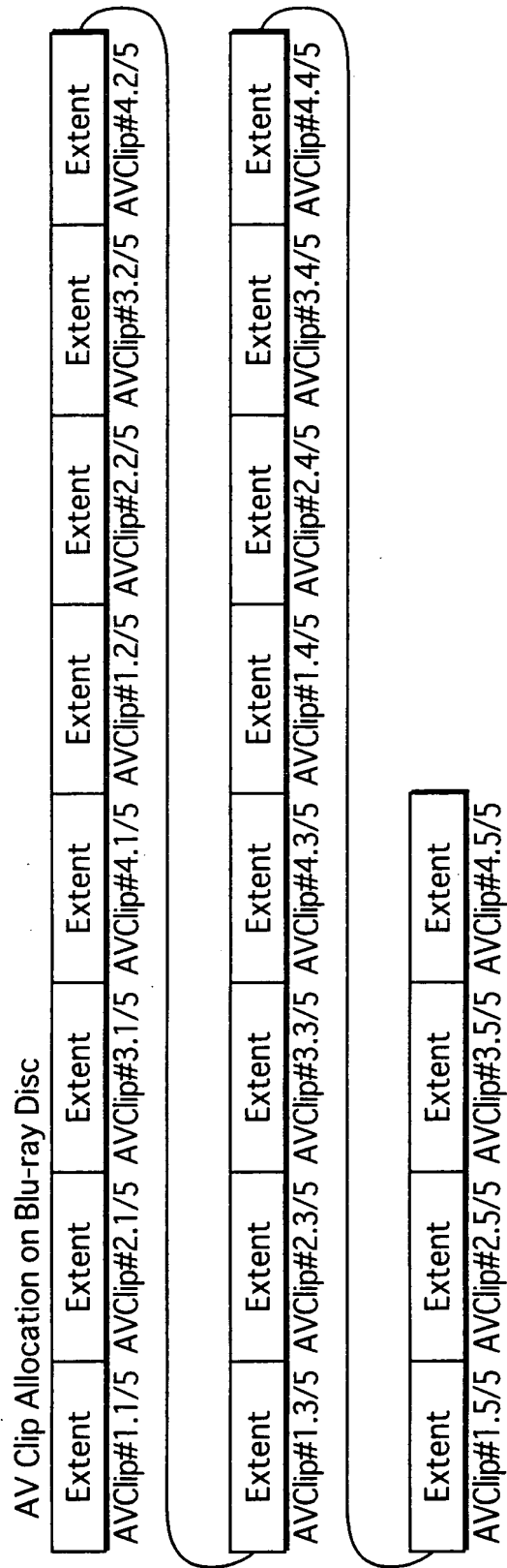


FIG.27B

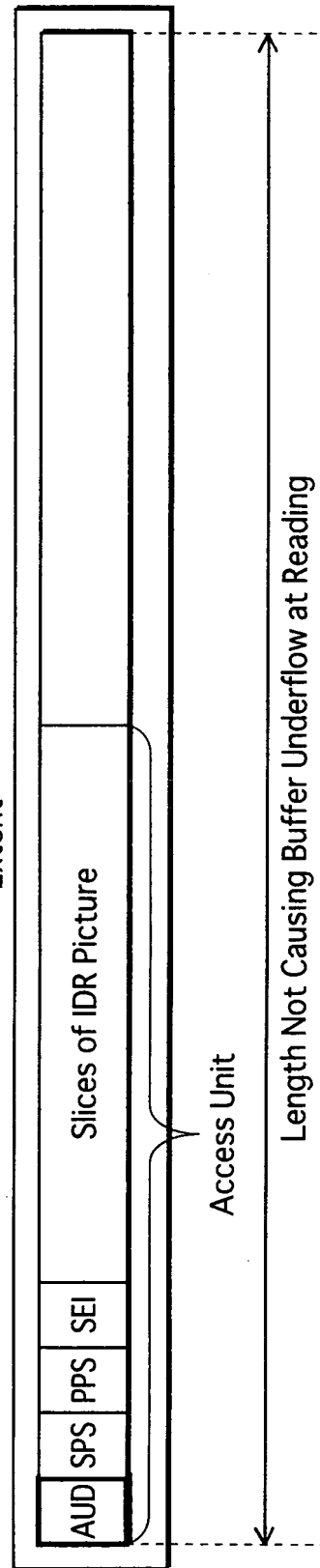


FIG.28

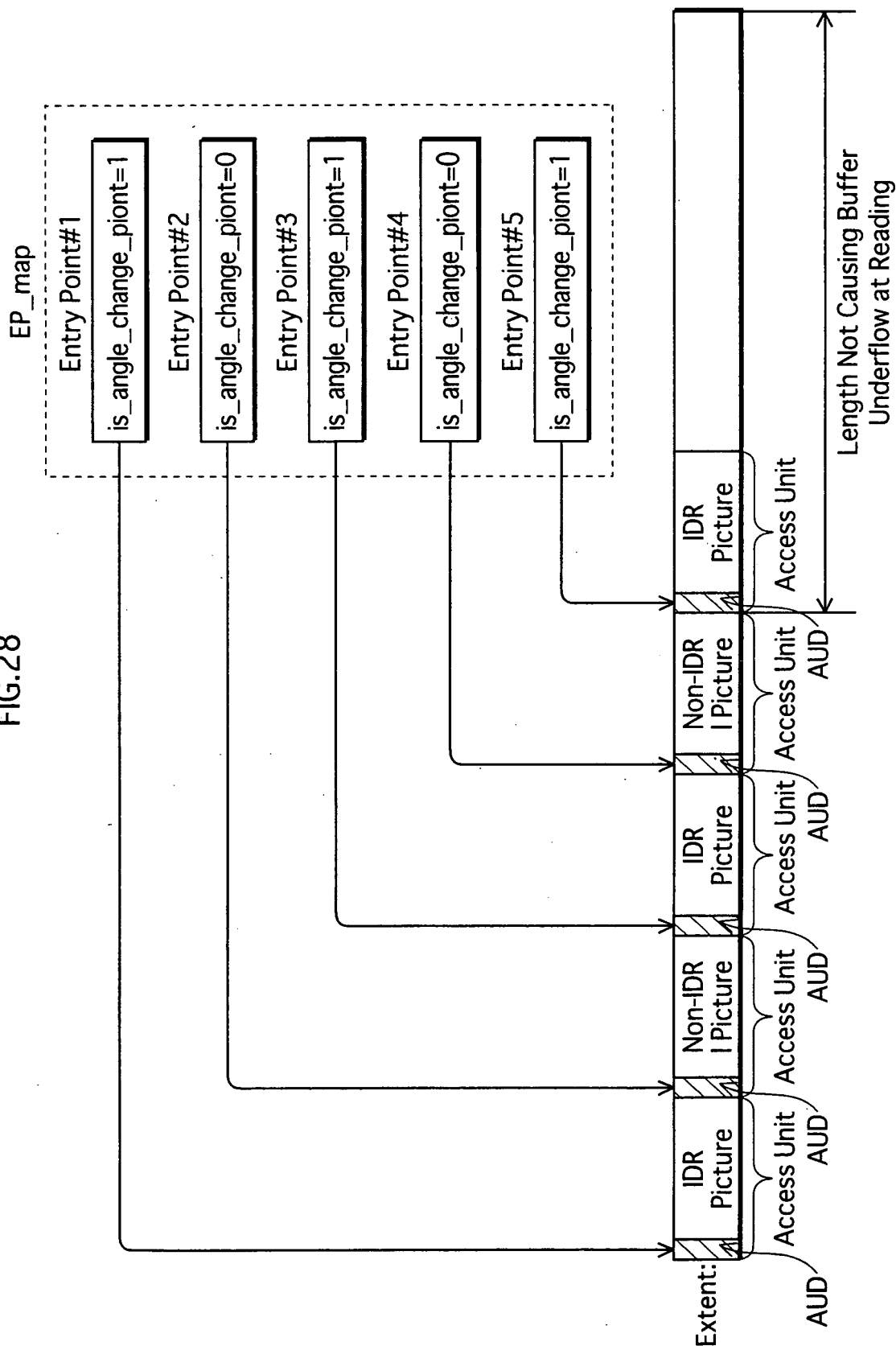
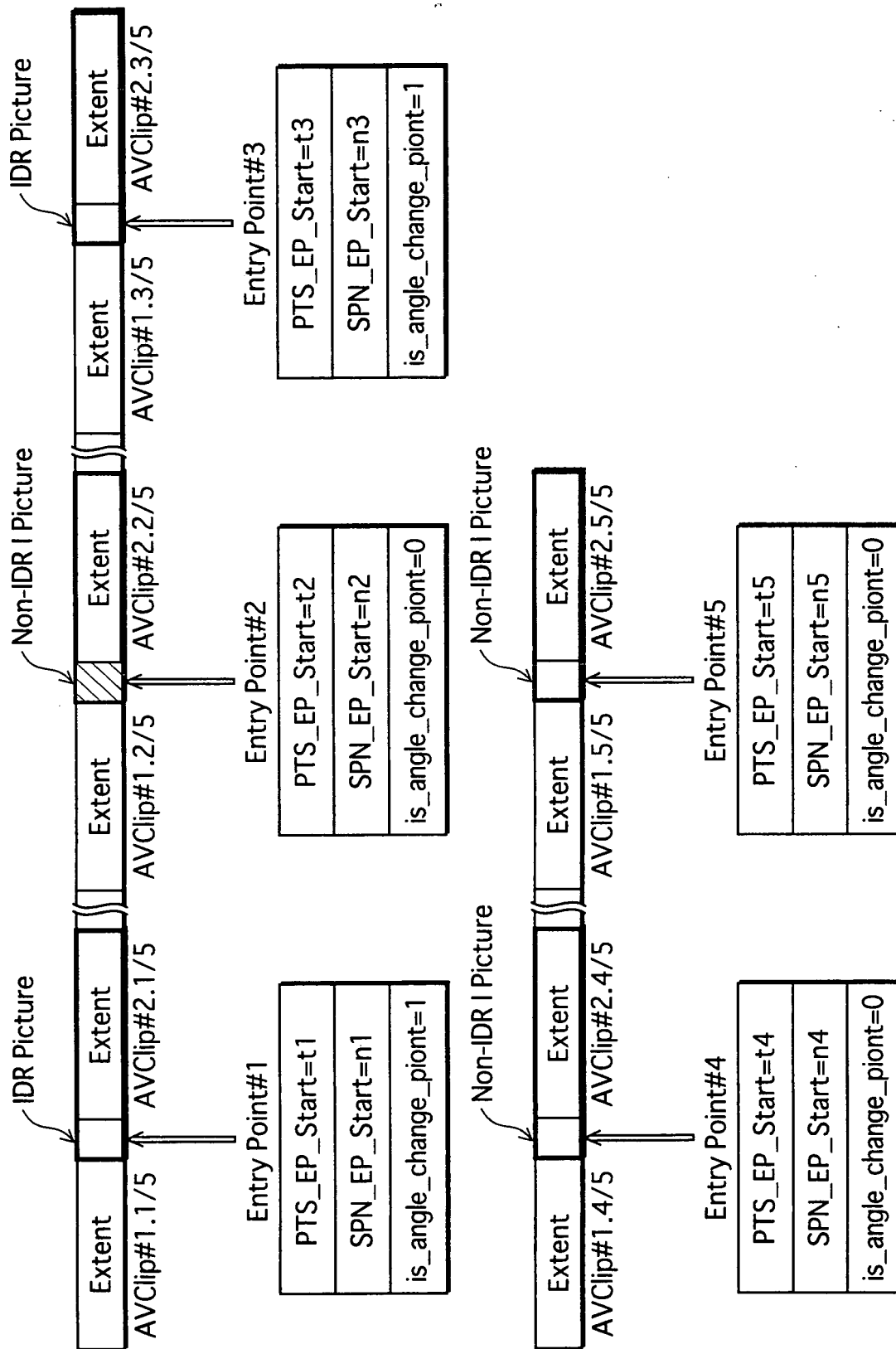


FIG.29



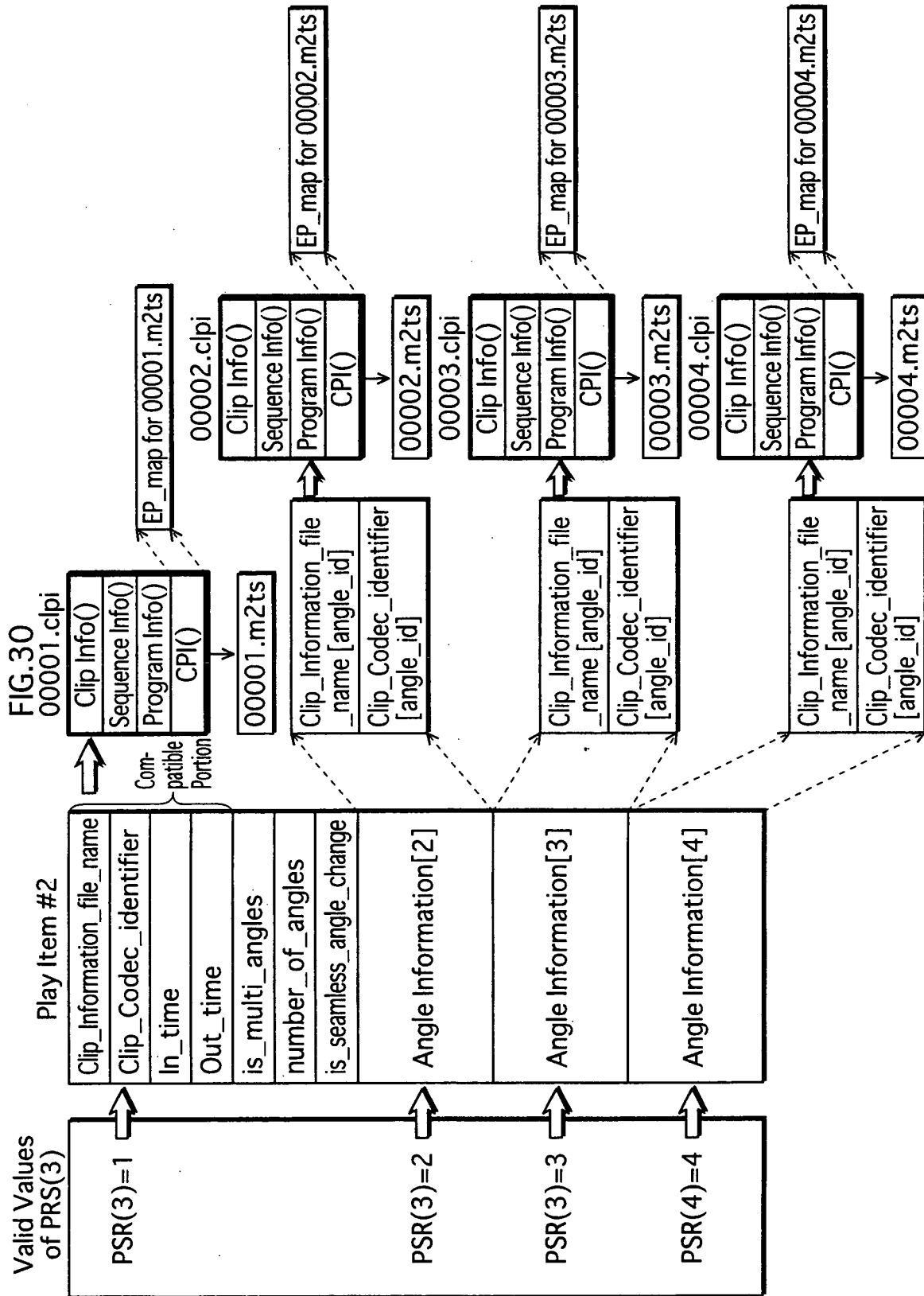


FIG.31

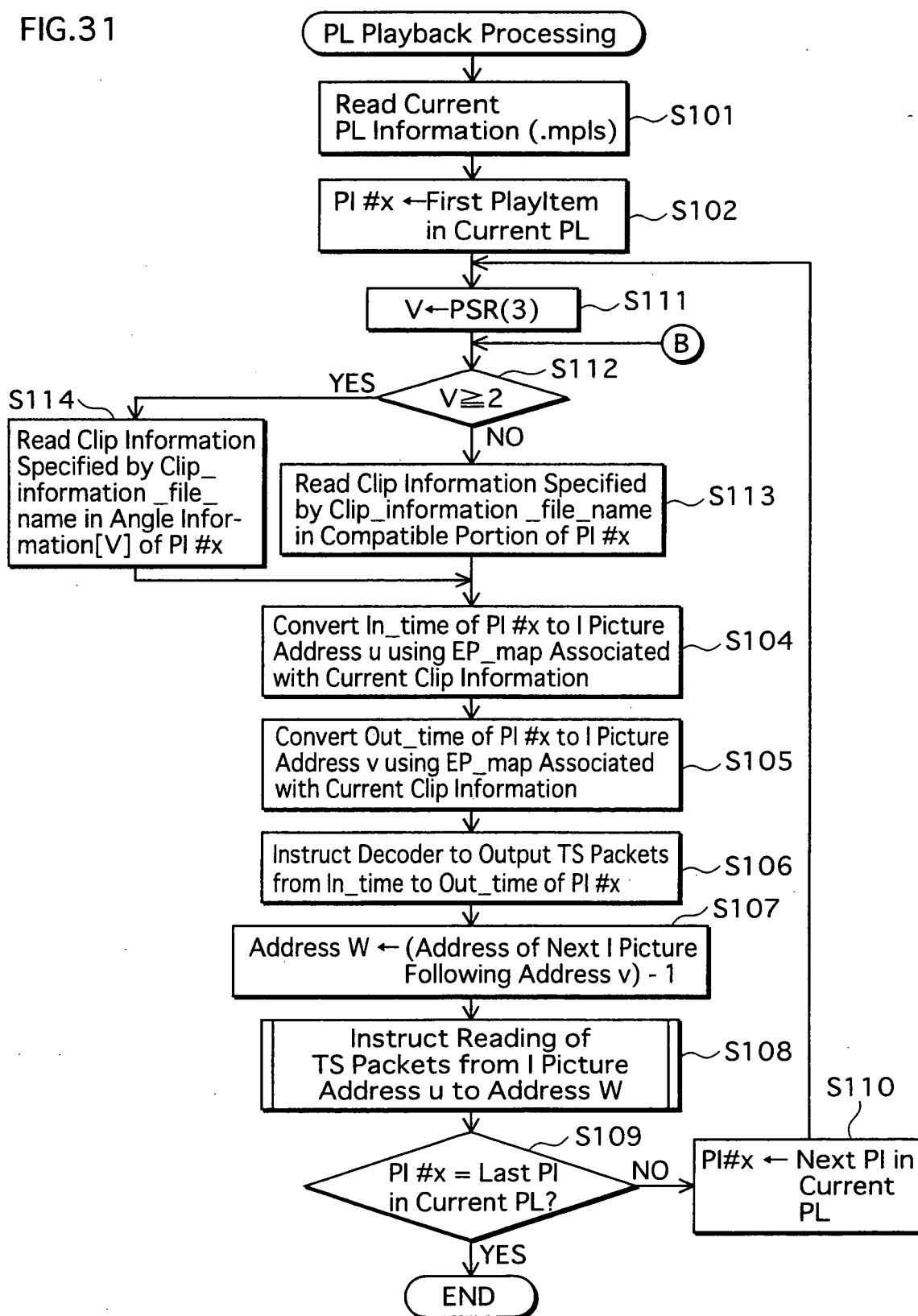


FIG.32

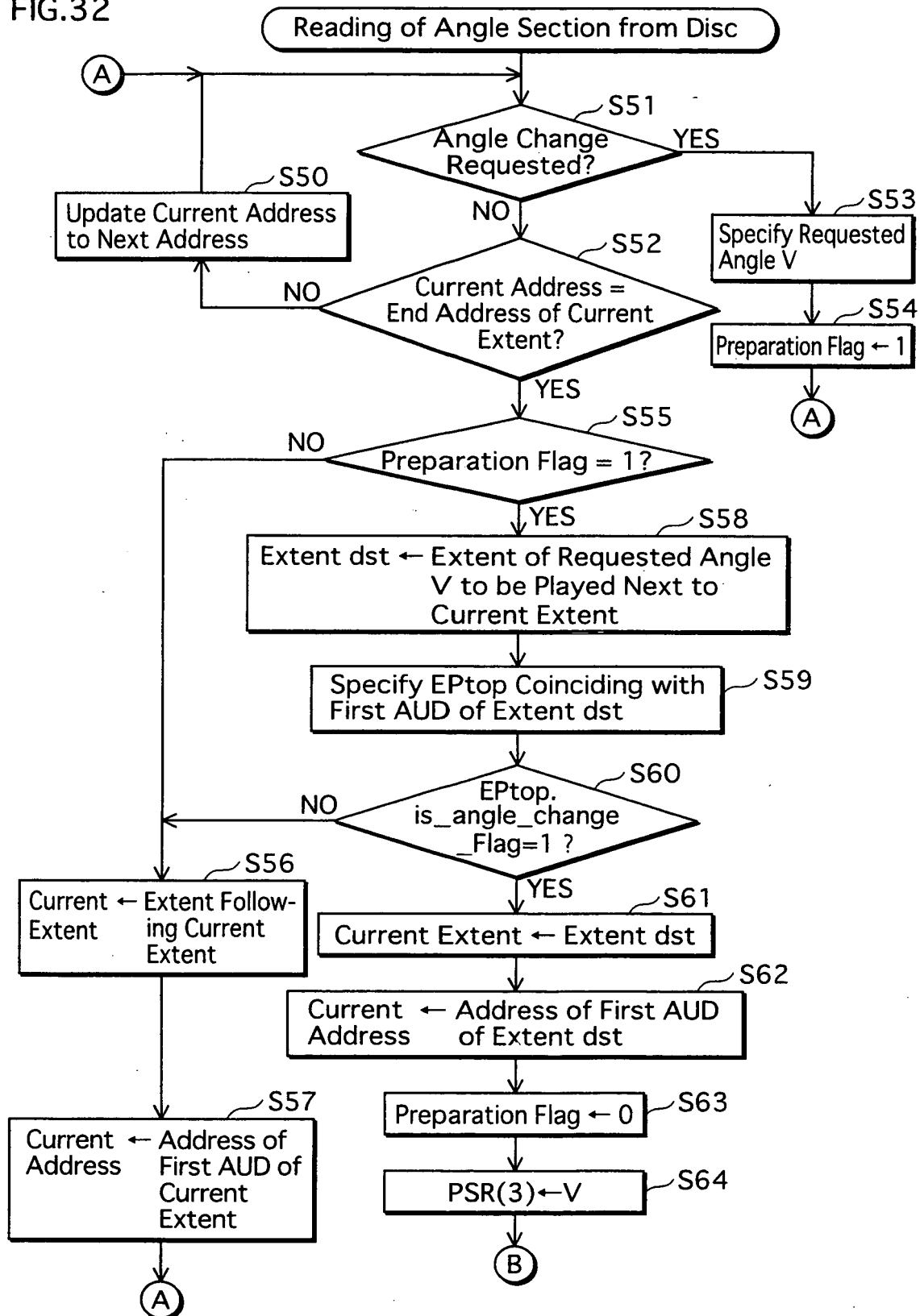


FIG.33

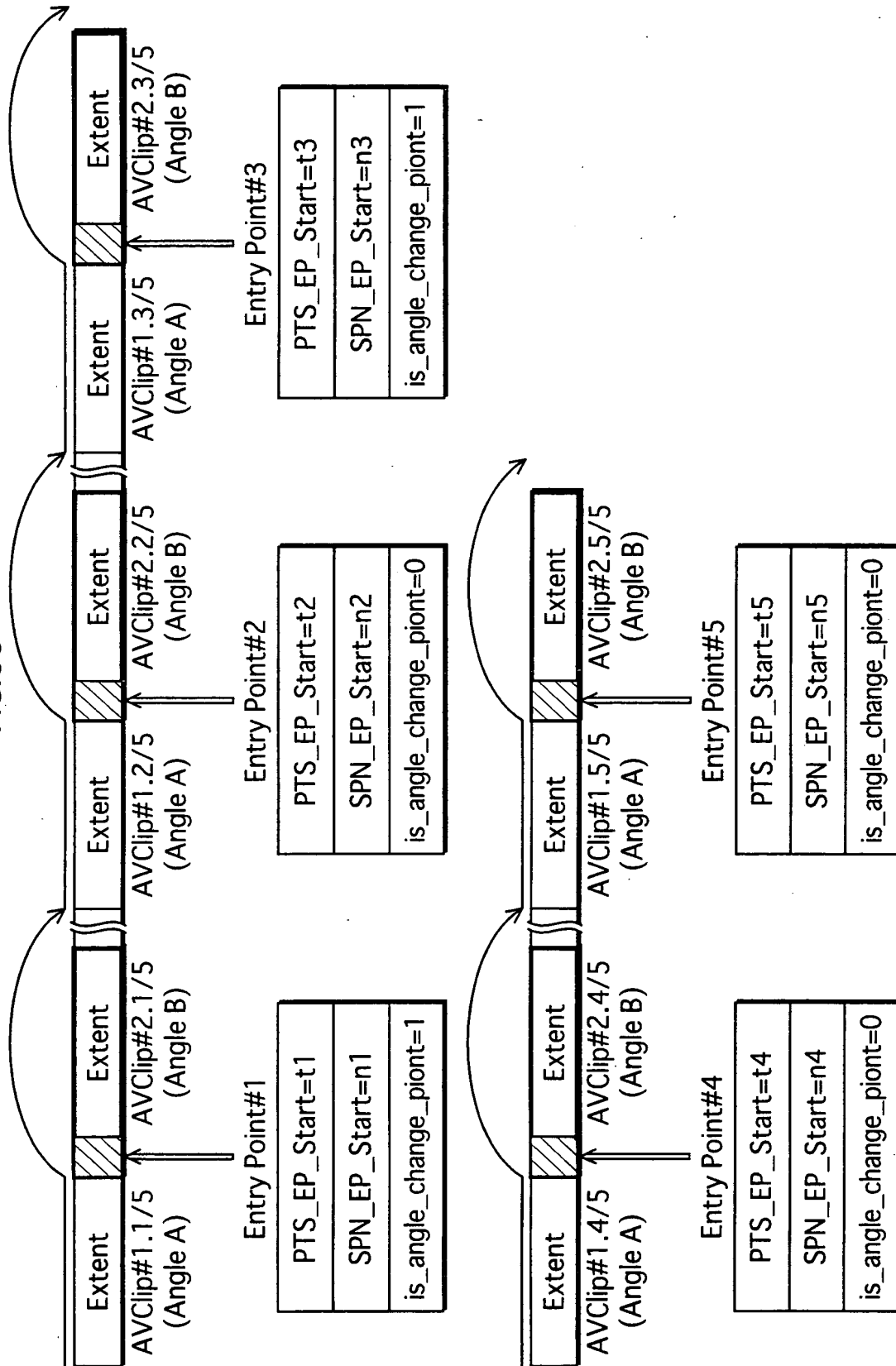


FIG. 34
Angle Change Request (Angle A → B)

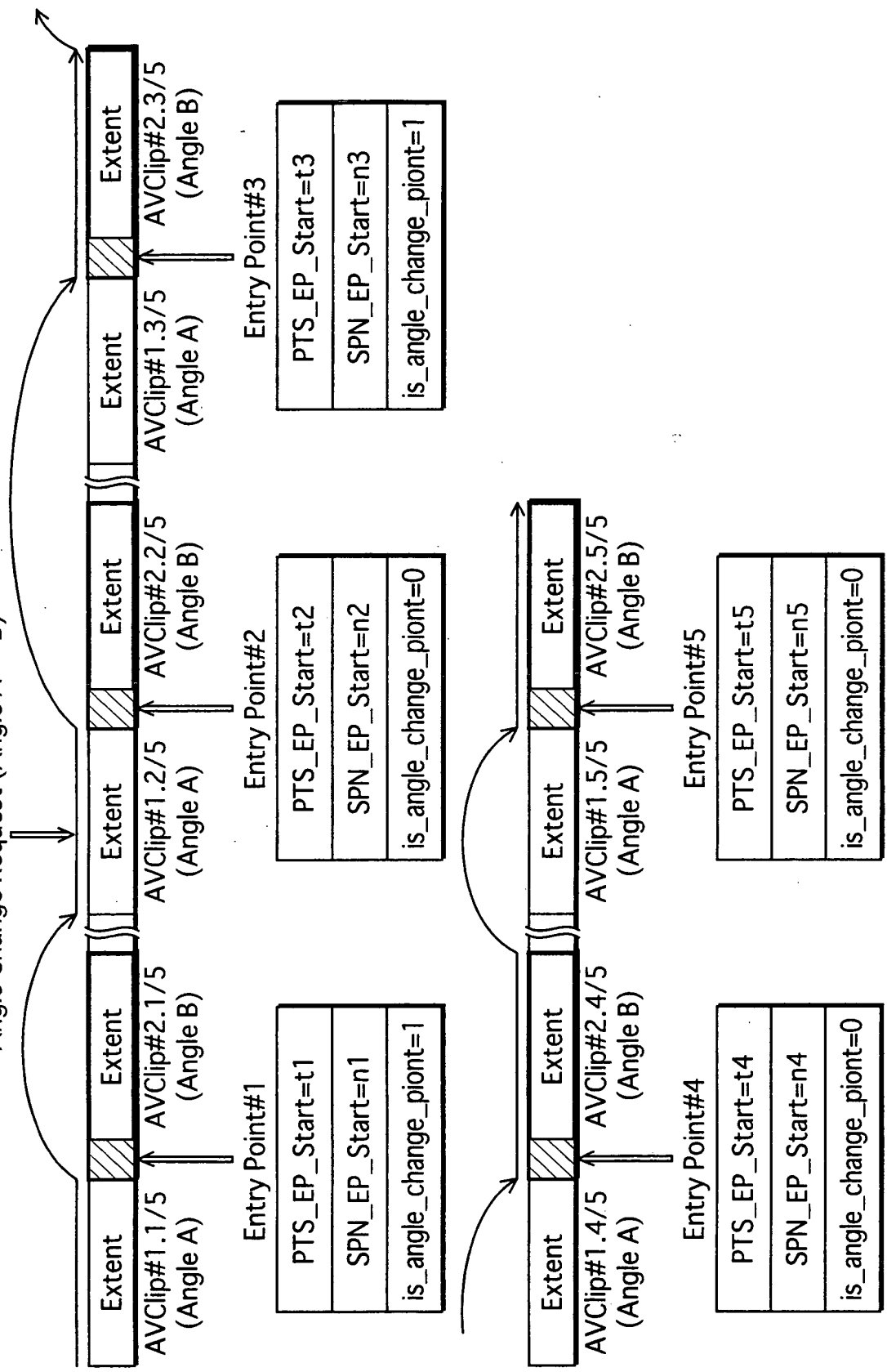


FIG.35

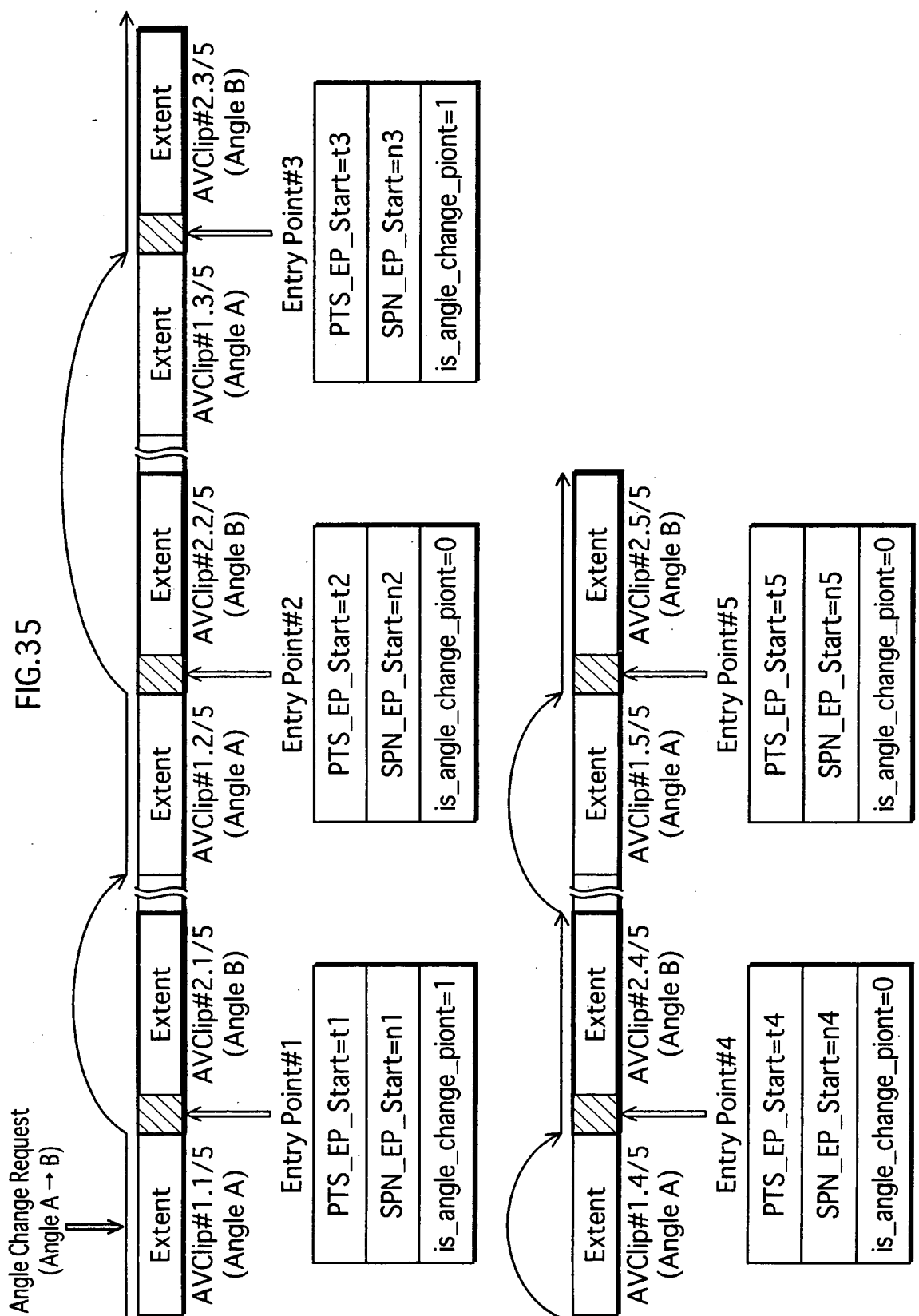


FIG.36

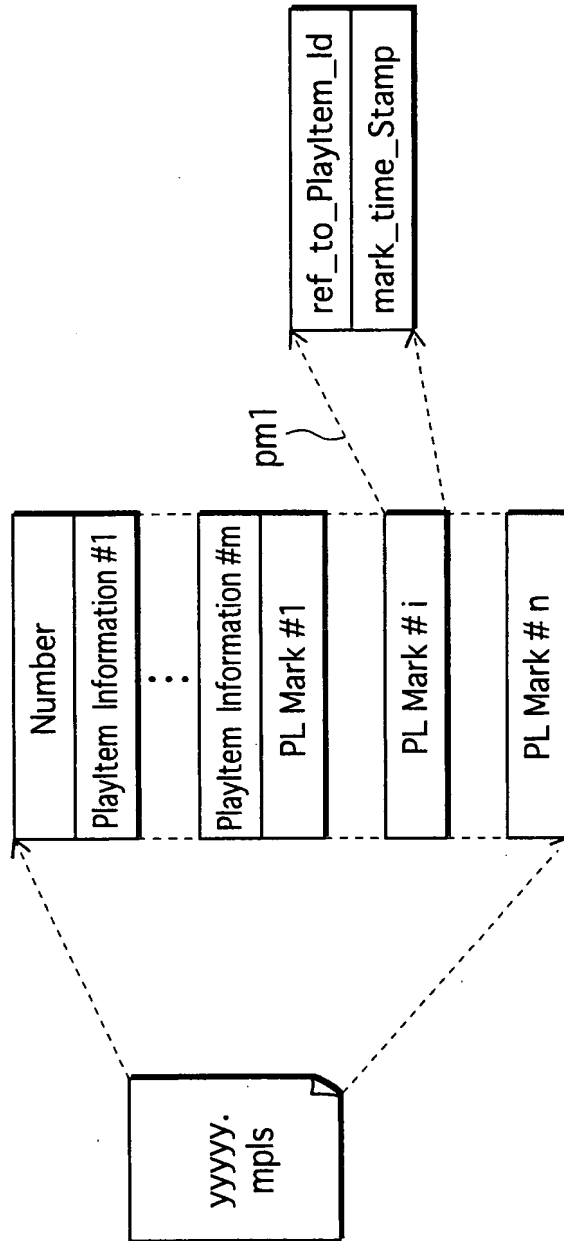
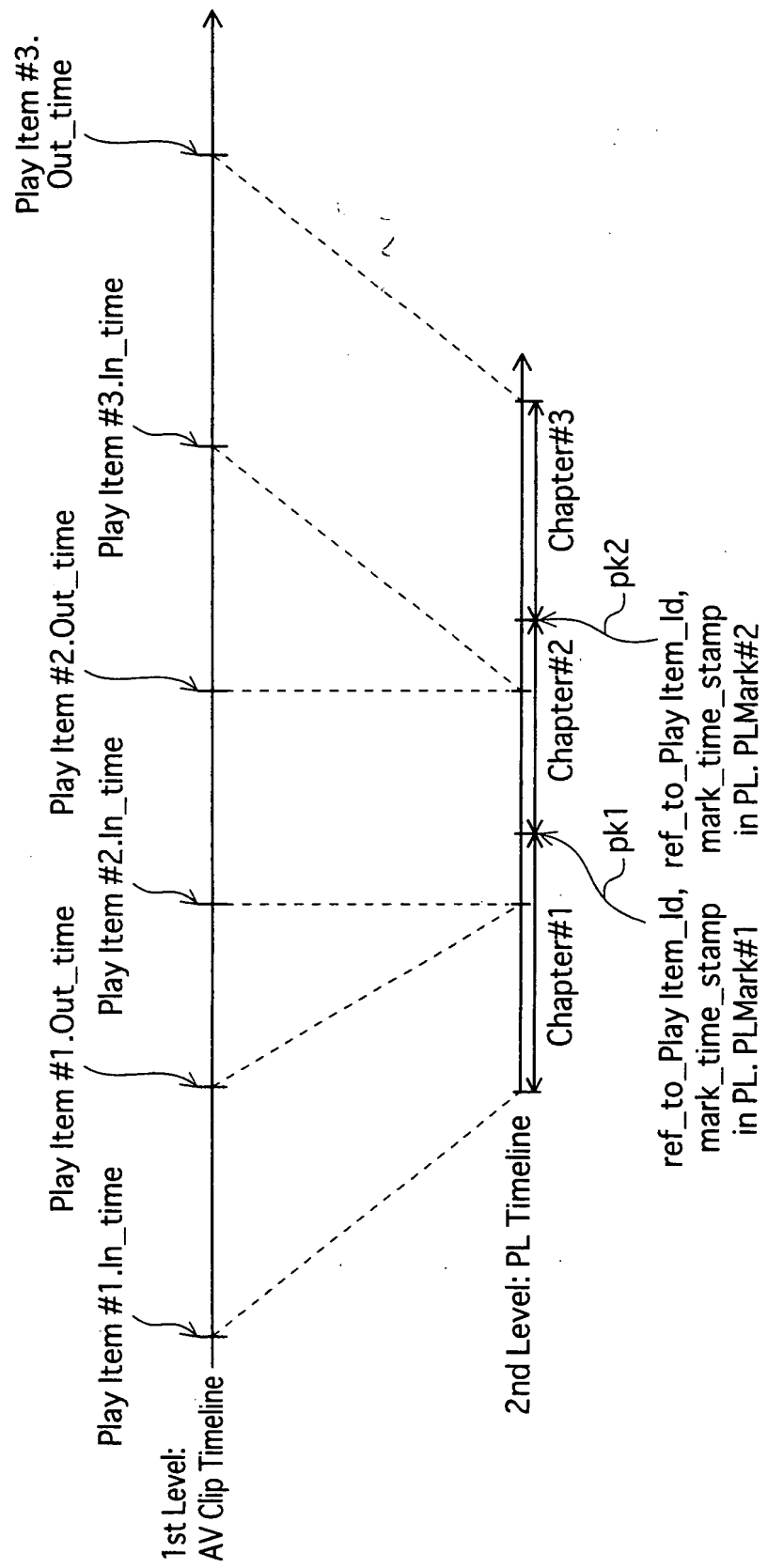


FIG.37



Play Item #1.In_time

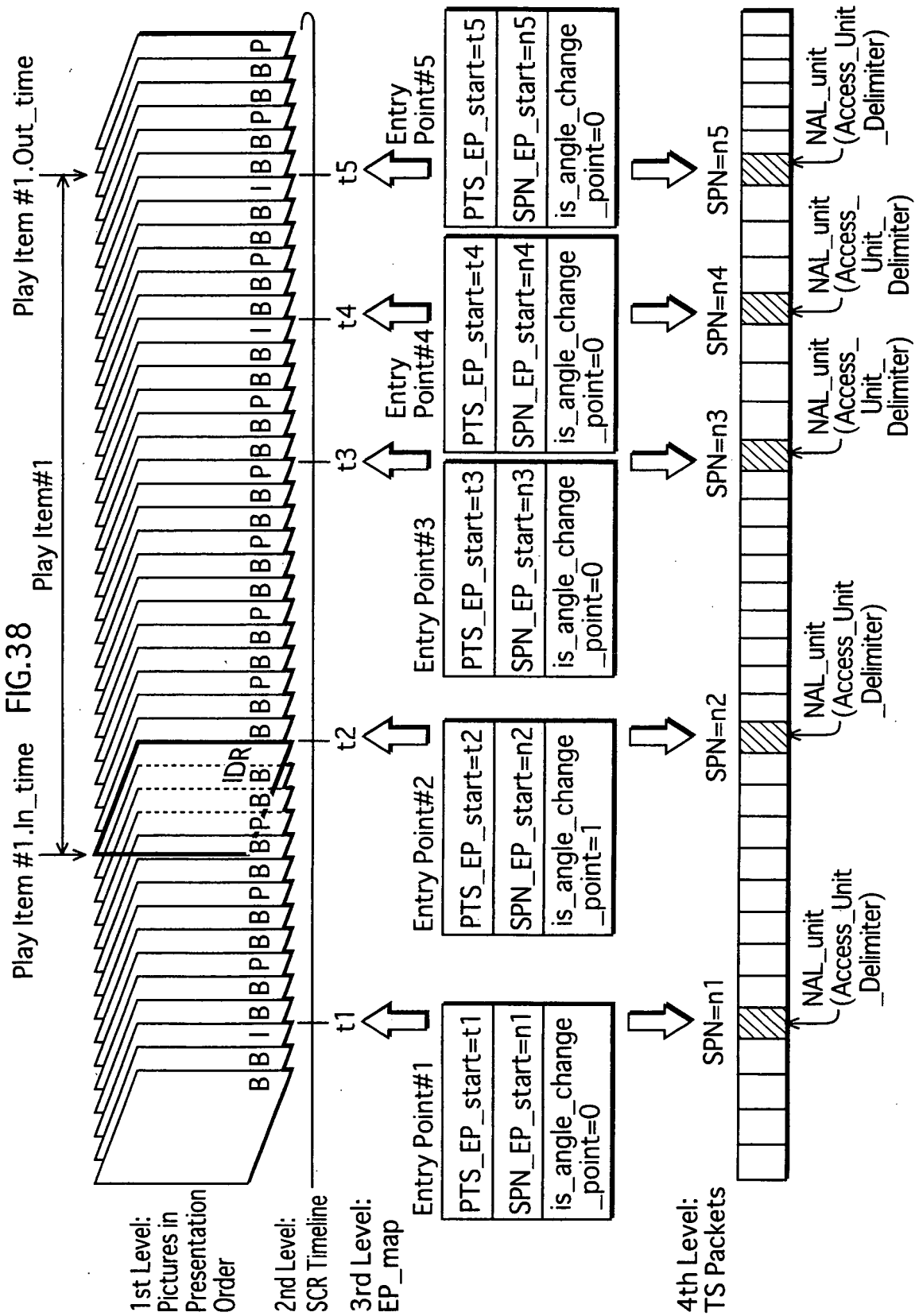


FIG. 39

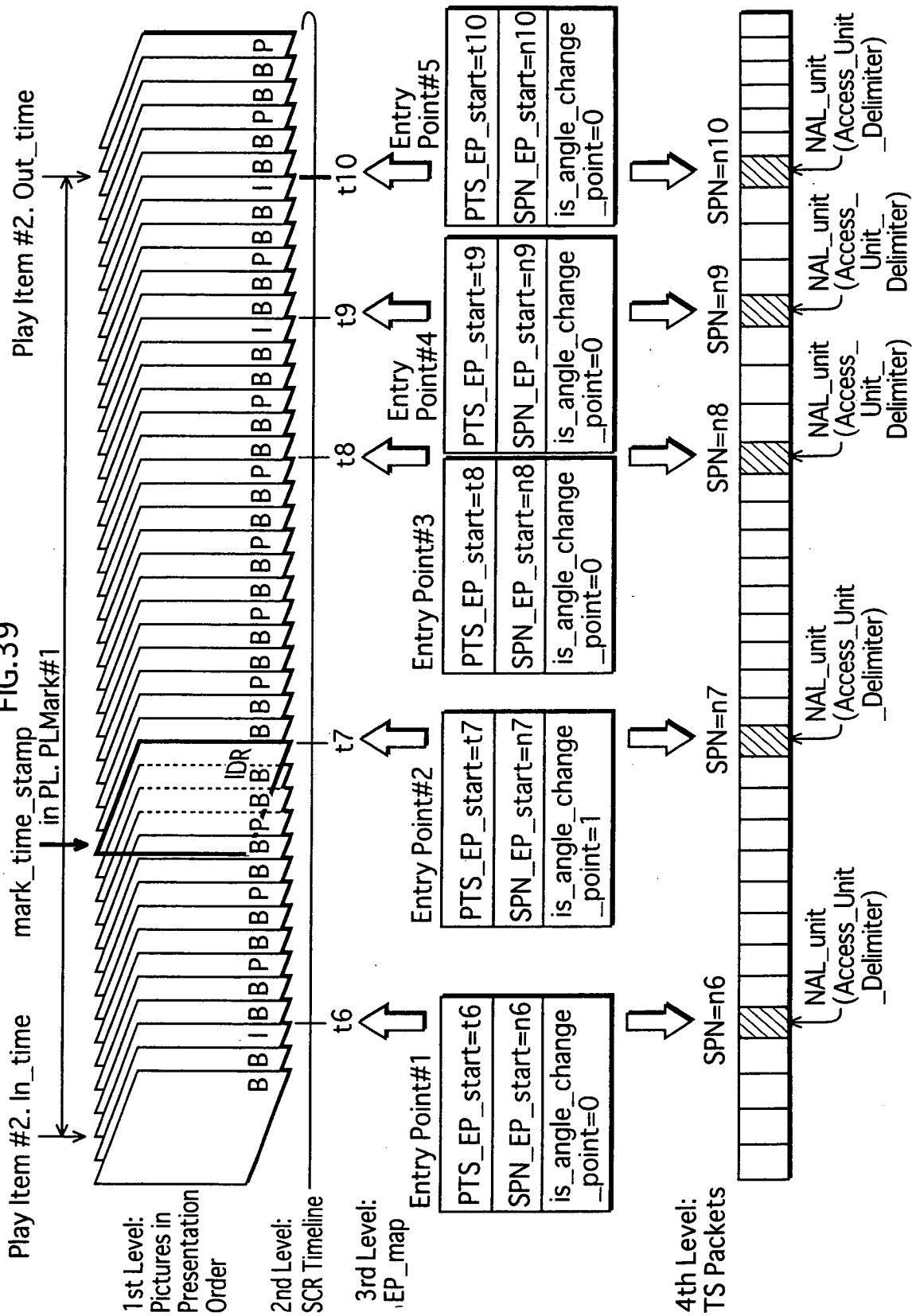


FIG.41

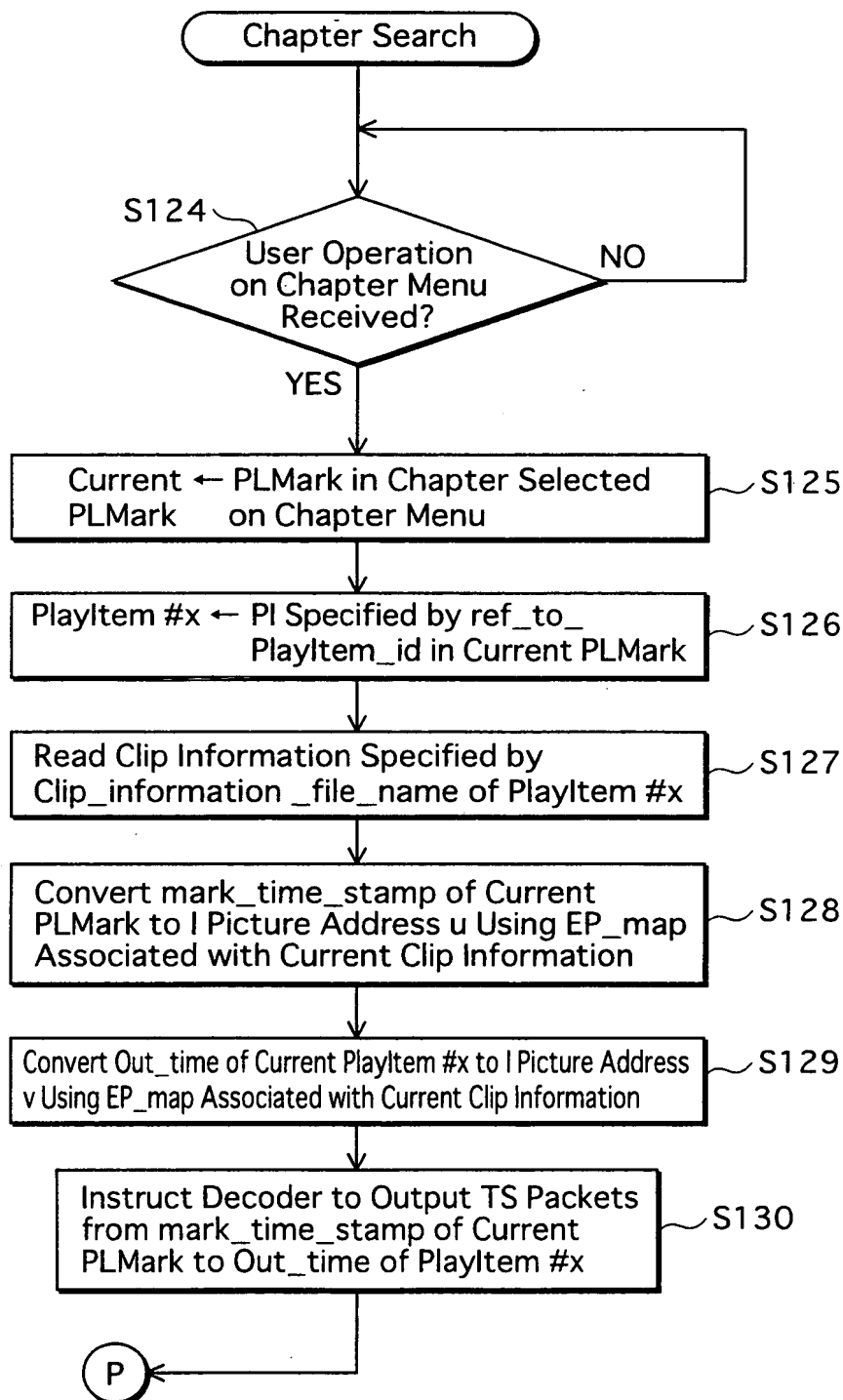


FIG.42

